FEBRUARY 1995 • ISSUE 3 • $3.95

Films • Music • Games • Video CD • Kids

CDi

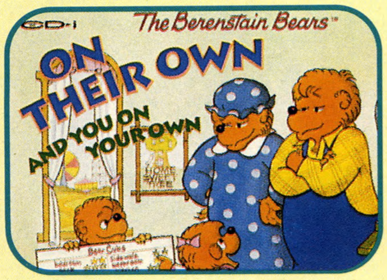
CHAOS CONTROL

Defend the Earth from the forces of the evil Kesh Rhan

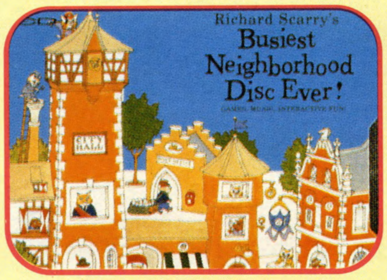
Top 1995 titles previewed

- RISE OF THE ROBOTS
- MERLIN'S APPRENTICE
- SECRET MISSION
- DISCWORLD

Berenstain Bears
Prepare your kids for school with a fun interactive story that teaches personal and social responsibilities. On CD-i.

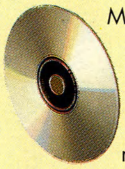


Richard Scarry's Busiest Neighborhood Disc Ever!
Your kids can investigate Busytown's shops and offices and encounter their favorite Richard Scarry characters in fun-filled learning adventures. On CD-i.



Crayon Factory
Kids learn about colors and solve problems logically while touring a crayon factory run by lovable robots. On CD-i. Coming soon on CD-ROM.

crayon factory



Most children think an afternoon filled with math and reading is about as much fun as, well, an afternoon filled with math and reading. That is until they feast their eyes on six exciting programs from The Philips Family Entertainment Library. Programs that will have them laughing and learning

We *work* VERY HARD TO create *quality* educational PROGRAMMING. And *still children* JUST laugh at us.

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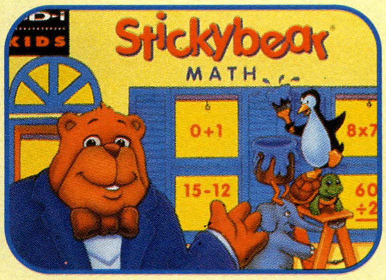
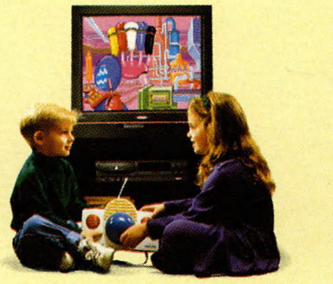
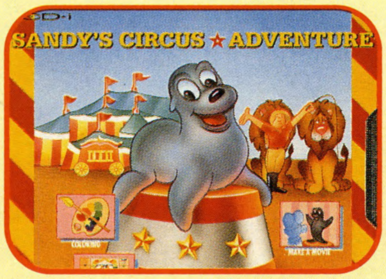


Stickybear Math
Kids learn basic math skills and play along with the Stickybear family through interactive games that educate, motivate, and entertain. On CD-i. Coming soon on CD-ROM.



For more information or to order, call 1-800-340-7888.



Sandy's Circus Adventure
Kids can create their own exciting cartoons and play enriching games with this interactive storybook featuring Sandy's adventures. On CD-i and CD-ROM.

MAC & PC CD-ROM

CD-i CD FOR YOUR TV

PHILIPS

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inside all the latest news, reviews and scoops for CD INTERACTIVE

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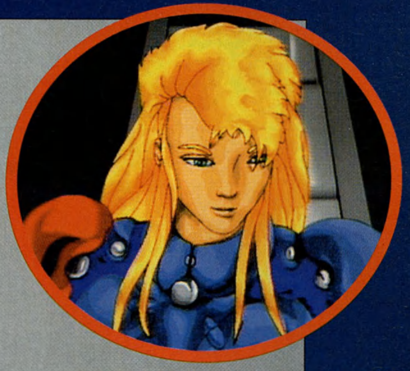
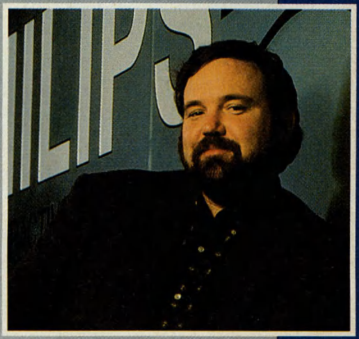


Jessica Darkhill, the heroine of Chaos Control, will be appearing on a CDi disc near you soon

Now that all the excitement of the Consumer Electronics Show in Las Vegas is over, it's worth standing back and putting things in perspective. The most telling comment I heard at CES was that of a leading US retailer, who said he hadn't expected CDi to survive this long, but was surprised by the continuing strength of the format. The introduction of the Digital Video cartridge has had much to do with that. There may be better game systems around, or promised in the future, but none offer the all-round entertainment value of CDi. Movies are a case in point. Emiel Petrone, senior vice-president of Video CD at Philips, says two software categories will continue to drive CDi sales: films and games. He is probably right. But there is one noteable difference between the US and European markets. In the UK, where we also publish CDi Magazine, the independent Video CD sector is now really beginning to flourish. Several independent software companies are churning out more and more Video CD titles, some good, some bad. The choice of software for the consumer is ever-expanding. But in the US, it seems Video CD has still to catch on outside Philips. That's a pity, as this is a sector that is sure to grow.

Andy Clough,
Editor



David McElhatten

If Dragon's Lair 1 has been driving you to distraction make use of our hot tips section

COVER

Cover designed by Ursula Morgan. Chaos Control, produced by Infogrames, France, illustrated by Bob Corley.

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GoldStar UNVEILS CDi PLAYERS

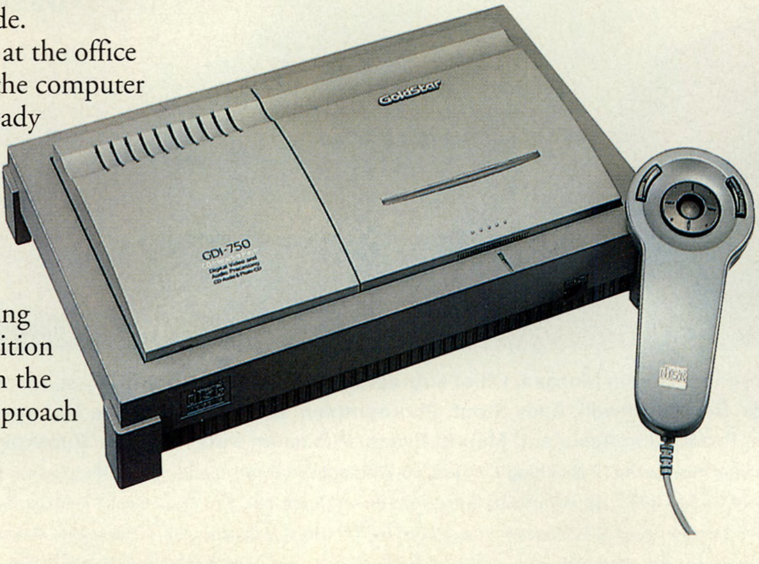
GoldStar
GDI-11 CD-INTERACTIVE PLAYER
POWER
OPEN/CLOSE
▷CD-I
5.6" COLOR LCD
ON/OFF
BRIGHT
GoldStar

Electronics giant GoldStar launched a range of CDi players at the Consumer Electronics Show (CES) in Las Vegas.

There will be three models for the American market. One is an adaptation of the Magnavox 450, branded with the GoldStar name (below right), which is likely to sell at a similar price to the Philips version. There will also be a larger, more expensive model to compete directly with the Magnavox 200 and a portable player first seen at CES last year (above right), which has built-in Digital Video capability. The two other models will have the option of a DV upgrade.

GoldStar will target its CDi players at the office and education market, rather than the computer games sector. The company has already unveiled its own 3DO player for the computer games market.

"The current view of CDi as a games player limits the technology's vast potential," says Jeff Mularkey, GoldStar's vice-president of marketing in the US. "GoldStar's aim is to position CDi technology as a versatile tool in the realm of education. We view our approach to the positioning of CDi as one that truly takes advantage of the platform's interactive capabilities," he adds.


GoldStar
CDI-750
Digital Video and Audio Processing CD Audio & Photo CD

Top to bottom: current player, the GPI-1200 portable, GDI 750

PHILIPS
7th Guest
ON THEIR OWN

PC owners will soon be able to use CDi software

TROUBLE SHOOTING

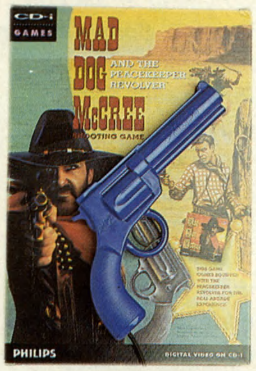
Philips has issued guidelines for using the gun with Mad Dog McCree after some consumers had difficulty calibrating it. It is important to stay in exactly the same place when calibrating the

Cult film The Crow will form the basis of a new CDi game

PC/CDi BOARD BRINGS CDi FUNCTIONALITY TO THE PC

Philips has added full CDi playback functionality to the PC platform with the introduction of the CDi/PC playback board at the COMDEX exhibition in Las Vegas.

Used in conjunction with the Philips LMS CM208 quad-speed CD-ROM drive, the CDi/PC board turns any industry standard PC into a fully-featured CDi player. It will enable PC owners to access the entire library of CDi titles. This includes MPEG-encoded linear Video CD material and interactive games, education and reference titles carried on the CDi platform. The board offers full colour display of all CDi images and 16-bit audio. All the multimedia functions required for CDi are included on the PC/CDi board and run independently of the host CPU, so CDi programs will play directly from the CDi disc. This means there is no need for time-consuming installation on the PC's hard disk.



gun by shooting on the target at the top left and bottom right of the TV screen. After that, you must stay on exactly the same spot when playing the game and not move about, otherwise the calibration will be altered.

For further information, please contact Philips Media Games on 310 444 6666.

THE CROW

The cult film The Crow is to be made into a CDi game by Philips Media. Dave McElhatten, president of Philips Media Games, says: "I can think of no better property than The Crow to use as a basis for a game. It's a hit at the box office and a huge success in video rental stores. It is is a perfect match between the interactive entertainment and film industries."

The title will be released on PC CD-ROM as well as CDi in 1996. It is decribed as "an extension of the movie, with the same Gothic-style and hot alternative rock soundtrack", and will be produced in conjunction with the newly-formed interactive entertainment company Content.

The Crow, which was released earlier this summer, grossed $50m in the US and is expected to gross $100m worldwide.

CES Roundup

PUPPET WARS

Full Moon Entertainment is to release an interactive version of its popular video series "Puppet Wars" on CD in collaboration with Philips Media Games.

The game design will be incorporated directly into the video's shooting schedule in Eastern Europe. Characters include Frankenstein and Dracula and some scenes will be shot at Count Dracula's castle in Rumania.

To date, Full Moon has sold more than 200,000 copies of the five part "Puppet Master" series on video. The first CD-based version of the game is due out in 1996.

MOTOWN RAPS TO THE INTERACTIVE BEAT

Motown Games is joining forces with PolyGram, Philips Media and Mandingo Entertainment to produce and distribute a new line of games based on urban themes. The first release will be "RapJam Volume One" for the Super Nintendo format, followed by other cartridge and CD formats later in 1995. RapJam is a street basketball game that uses real rap stars and rap beats. Stars from the Motown label included in the game are Public Enemy, Warren G., Naught by Nature, LL Cool J, and Queen Latifah.

THUNDER DEMO

The first working demo disc of "Thunder in Paradise" made its debut at CES.

Work on the CDi game version of the popular TV series began last year when the interactive episode was filmed in Florida by Philips POV Digital Entertainment (see CDi Magazine issue 1).

Many of the sequences have now been transferred to CDi and you can watch the straight linear TV episode called "The Major and The Minor", play the game without video commentary or watch the interactive episode with tips from the actors. Thunder in Paradise stars Terry "Hulk" Hogan, Chris Lemmon and Carol Alt. It is due for release on CDi in May 1995.

Las Vegas
CONV
CES
WINTER CES

FELIX THE CAT

British company Spice Multimedia is teaming up with Philips Media's Family Entertainment group to produce "Felix The Cat's Giant Electronic Comic Book" on CDi and CD-ROM. The title will have 34 pages that reveal a colourful, fully animated story or activity for children aged five to nine years old. There will be up to 12 stories with reading, colouring and acting options from "The New Adventures of Felix the Cat" and "Felix the Cat and Friends" comics. The disc will also contain six learning adventures. It is due out in the first half of 1995.

DIANA ROSS TUNES INTO CDi

Diana Ross is to narrate the "Treasures of Oz" on CDi and CD-ROM for Philips Media's Family Entertainment division.

The legendary superstar will take the part of Glinda the Good Witch from the original book by L. Frank Baum. The interactive version will feature animations and challenging word games and puzzles for seven to ten year old children. Players will be able to travel to the Emerald City to help Dorothy, Scarecrow, Lion, the Tin Man and Toto on their quest. The disc is due for release in summer 1995.

THE CRANBERRIES ARE COMING

Coming soon on a CDi near you — The Cranberries

Island Records is developing the first multi-platform interactive CD in collaboration with The Cranberries and Philips Multimedia Music. The breakthrough title, slated for release in the second quarter of 1995, will incorporate five previously unreleased Red Book audio tracks, a couple of CD-ROM video clips and one or two MPEG video sequences. In effect, this means the disc can be played on a standard audio CD player and the video portions will play on a number of platforms: QuickTime on the Macintosh or PC, and MPEG on CDi and dedicated Video CD players.

A Macintosh demo disc at CES, called "Doors and Windows", allowed the user to explore various rooms in an interactive house, interview the band and play the audio tracks.

ARDENT RECORDS LAUNCHES INTERACTIVE ALBUMS

Memphis-based Ardent Records is to release two "Audio Vision CD" (CD Plus) albums which combine standard CD audio tracks with an interactive audio-visual section playable on a standard Macintosh computer.

The discs will feature the work of two of Ardent Records' recent signings: 2 Minutes Hate and Techno-Squid Eats Parliament (left). Each disc will have 11 or 12 audio tracks, like a normal album, as well as interactive elements such as interviews with the bands and a tour of the studios. They are due for release this month.

The interactive albums will be distributed through PolyGram Group distribution in record and video channels, and through Philips Media in software channels.

"We are thrilled that Philips Media is joining us to promote Ardent's Audio Vision CD releases," says Kim Jenkins, executive vice-president of Ardent Records.

2 Minutes Hate, fronted by Little Rock veteran Barry Poynter, has already released its debut album "Worm" — described as "a rich alloy of dark pop with psychedelic touches". Techno-Squid Eats Parliament, also from Little Rock, "mutates the classic jangle/crunch guitar sound" pioneered originally by Ardent's flagship band, Big Star. Both bands have embarked on a promotional tour since CES dubbed the Third Rail College Tour. The two Ardent releases may later be developed for CDi, says Michael Kushner, senior vice-president of multimedia music at Philips Media.

VIDEO CD PLAYERS UNVEILED AT CDi CONFERENCE

Sony, Matsushita and JVC showed production and prototype Video CD players at the recent International CDi and Video CD conference in Dusseldorf, Germany. To date, 11 manufacturers have launched 30 Video CD players in Japan but none of them are yet available in the US market. Speaking at the conference, Sony's senior managing director T Ihashi said: "Sony currently has four Video CD players on sale in Japan. We are now developing further Video CD hardware for the world-wide market and are considering launching

Technics
VIDEO CD
5-DISC CHANGER
SL-VM500
Easy to Carry !!
Video CD Portable Player

Video CD players in the US and Europe."

A spokesman for Matsushita, which owns the Panasonic and Technics brand names, confirmed that its Technics SL-VM500 five disc changer Video CD player (above) will be launched in the US in April. A price has yet to be confirmed.

Matsushita had several prototypes on display at CES and in Dusseldorf, including a Video CD mini stack system, the Technics five-disc changer and a portable "Walkman" style Video CD player, the SL-VP50 (above right). Sony displayed its VCP-CI Video CD player with five disc changer mechanism. JVC exhibited its KX-PVI Video CD Karaoke three disc autochanger, the XL-SVI Video CD and audio CD player and its MX-M500V Video CD mini system.

Korean manufacturer GoldStar unveiled its GVD-100 Video CD player and GNR-2550 TV/Video CD combi unit in Dusseldorf.

MOVIE RELEASES

The Video CD division of Philips Media is to accelerate the number of film releases from five to ten a month, according to Emiel Petrone, senior vice-president in charge of Video CD.

An increasing number of titles will be available day and date with the VHS home video release. Day and date releases in 1995 will include "Clear and Present Danger" and "Star Trek: Generations".

The following titles are due in the first quarter of 1995: Apocalypse Now, Robocop, Beverly Hills Cop, Rocky, Bull Durham, Annie Hall, Mississippi Burning, Married to the Mob, Of Mice and Men and Four Weddings and a Funeral (see film reviews, pages 34-37).

Later in the year there will be more James Bond and Star Trek films. By the third quarter of 1995, all the Star Trek films will be available on Video CD.

MPEG 2 HIGH DENSITY DISC

Philips Electronics and Sony have announced a jointly-agreed specification for a new high density 12 cm multimedia CD which can store up to 135 minutes of MPEG 2 video on one disc. The high density disc can store up to 3.7 Gigabytes of data.

This storage capacity — more than five times that of an ordinary CD — has been achieved by incorporating a 635 nanometer (red) laser, reducing the distances between the tracks and the sizes of the pits. It also uses sophisticated error correction and improved modulation techniques. The disc could be used for video, interactive games and interactive music products.

For the movie industry, a video version of the new disc is proposed. The so-called Digital Video Disc (DVD) uses a variable transfer rate for video of 1 to 10 megabits per second (average three megabits per second) meaning that picture quality should be better than that of current consumer video systems, says Philips.

Philips and Sony have already begun discussions with the major film studios and other consumer electronics companies to finalise the specification for DVD.

At a private screening at CES, Sony demonstrated a portion of the film "In The Line of Fire" on DVD and compared it to the same clip on VHS, LaserDisc and the original D1 master tape. Running at 3.3 Megabits a second, there was a noteable improvement in picture quality over the VHS version and quality came close to LaserDisc and a D1 master.

Sony says it will have a commercially available DVD MPEG 2 player ready by the end of 1996 and showed a prototype at CES. Philips says it has no plans at this stage to manufacture a MPEG 2 player, but points out that the DVD standard will be backward-compatible with the existing Video CD standard .

CD PLUS STANDARD

Sony and Philips have released tentative specifications for the new so-called "CD Plus" standard which allows standard Red Book audio tracks to be combined with additional interactive CD-ROM information on a single CD.

The development of the first phase of the format has now been completed, and Philips and Sony are now consulting with major record and computer companies to finalise the specification.

One of their main aims is to achieve compatibility with major multimedia personal computer platforms, such as multimedia PCs and Macintosh computers. Microsoft Corporation has announced its support for the new format and will make necessary services, such as authoring tools, available to the record industry.

One of the first fruits of the new standard will be two CD Plus albums from Memphis-based Ardent Records (see separate story).

It is hoped the CD Plus specification will be finalised within the next few months.

COMING SOON!

QUARTER 1

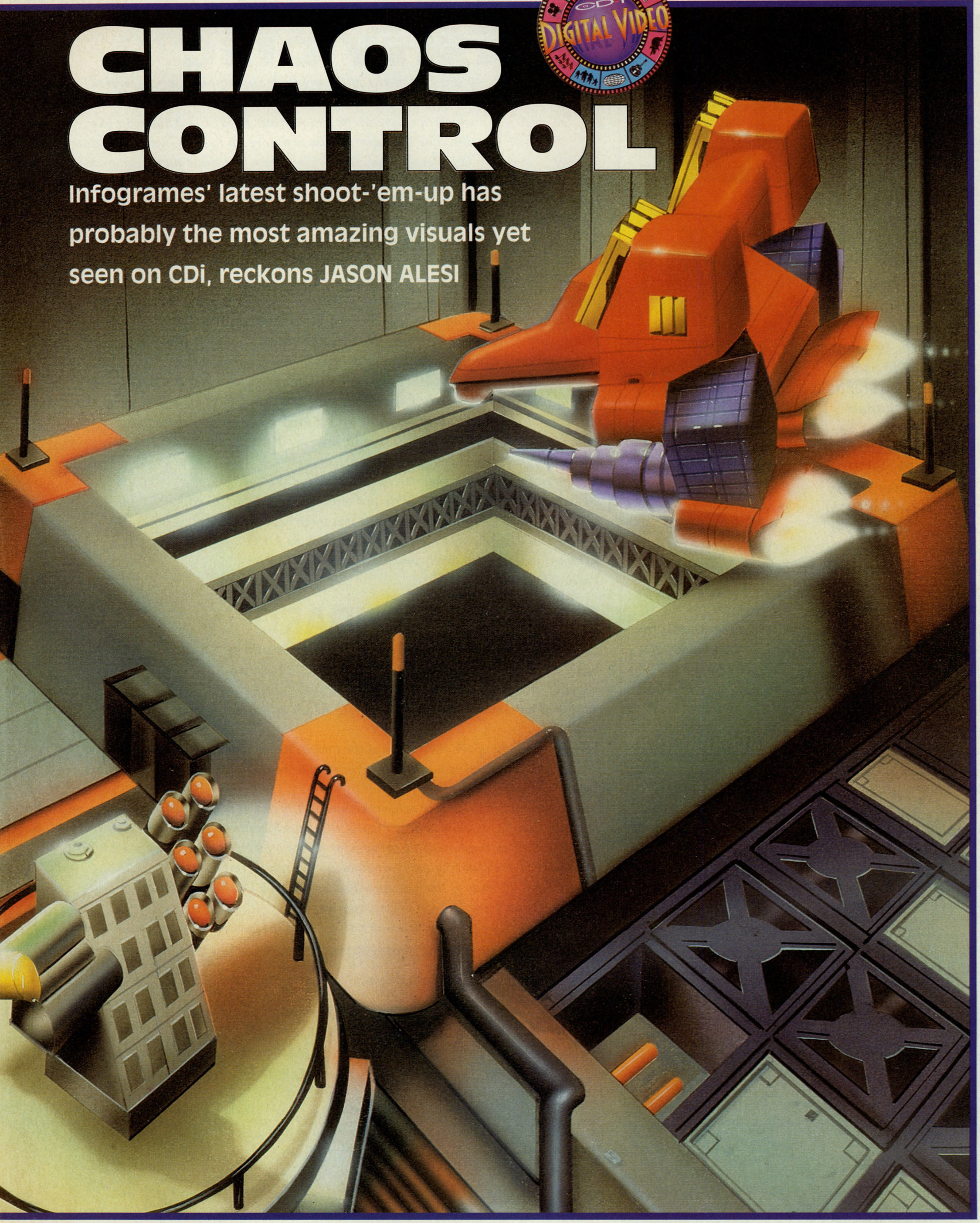
Flashback DV)
Lemmings
NFL Instant Replay (DV)

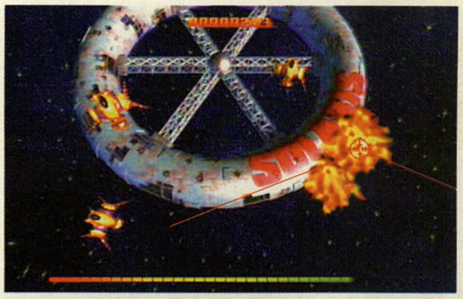
QUARTER 2

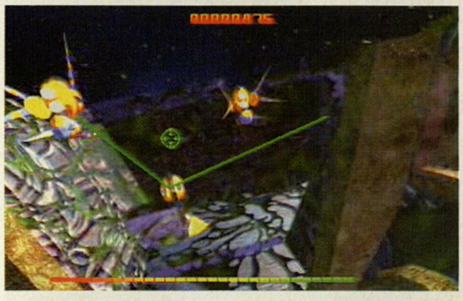
Chaos Control (DV)
Secret Mission
Crime Patrol (DV)
Creature Shock (DV)
Thunder in Paradise (DV)

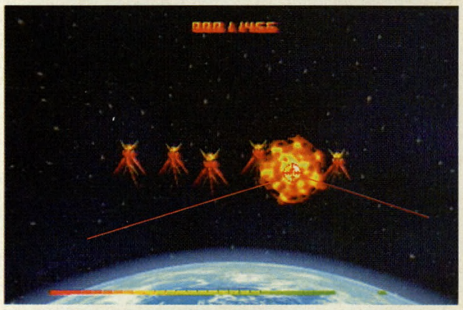
CHAOS CONTROL

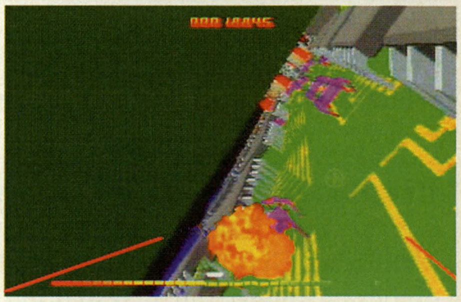
Infogrames' latest shoot-'em-up has probably the most amazing visuals yet seen on CDi, reckons JASON ALESI











So, you wanted good graphics on the CDi did you? Took a look at the multiformat games mags and saw all the real-time rendering going on and thought your CDi would never be able to produce something as sumptuous at that, eh? Wanted a game so visually stunning that you could invite all your friends round and go "Well, what do you think of that?" and watch with pleasure as their jaws dropped to the carpet.

Brethren, your prayers have been well and truly answered. Welcome to Chaos Control, a shoot-'em-up with graphics to die for.

Chaos Control looks impressive compared to any game on any platform and even the notoriously judgmental *Edge* magazine said that it had "world-class visuals". It wasn't far wrong either. Every frame of this MPEG-encoded blast-a-thon has been individually rendered with exquisite attention to detail (even down to Infogrames' use of a real 3D map of New York).

It is this that makes the game. Not the gameplay so much — fast and frenetic though it is, when it comes down to it, a shoot-'em-up is still a shoot-'em-up — but the way it looks, the things that briefly catch your eye as you dive through the canyons of Manhattan chasing enemy spaceships or hunt computer viruses in a virtual world. Just look at the glorious backdrops that unfurl beneath and around your ship as another enemy squadron dives headlong towards you.

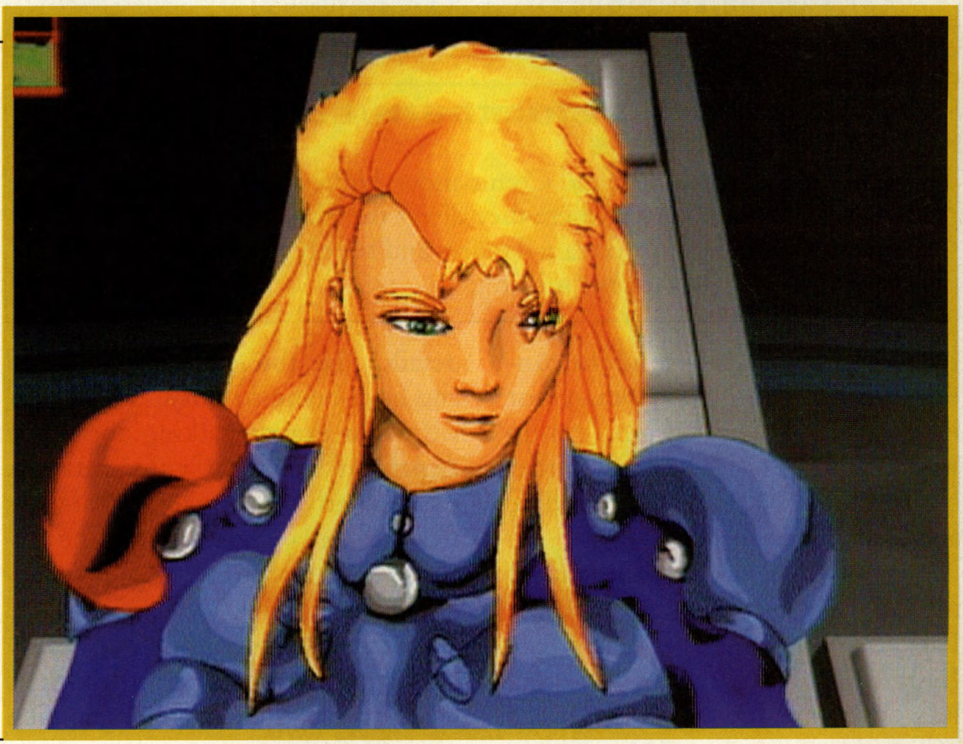
But make no mistake. The enemy ships may be superbly designed, with a Gigeresque organic feel to them, but they are going to try and kill you. In fact, rather a lot of them are going to try and smear your molecules all over the upper atmosphere with extreme prejudice.

And so to the plot. In fact, despite the statement a couple of paragraphs ago, Infogrames has taken a certain amount of care to make sure that

▶

Jessica Darkhill

Jessica Darkhill: Jessica is one of the best pilots in the Orbital Defence Forces. She is part of the 11th squadron. At the start of the game she is a lieutenant; when she arrives in Manhattan, she is promoted to the rank of Major. Her task is to carry out the FUNSAI operation to drive through the enemy lines and destroy the Kesh Rhan flagship. Her father is the commander of the New Babylon Lunar base. Her fiance, Major Morgan Kain, was killed in the attack on Mars by the Kesh Rhans. Jessica is fearless and volunteers to fight a virus planted by the Kesh Rhans in the Manhattan GHQ computer control system.



Hank McBride

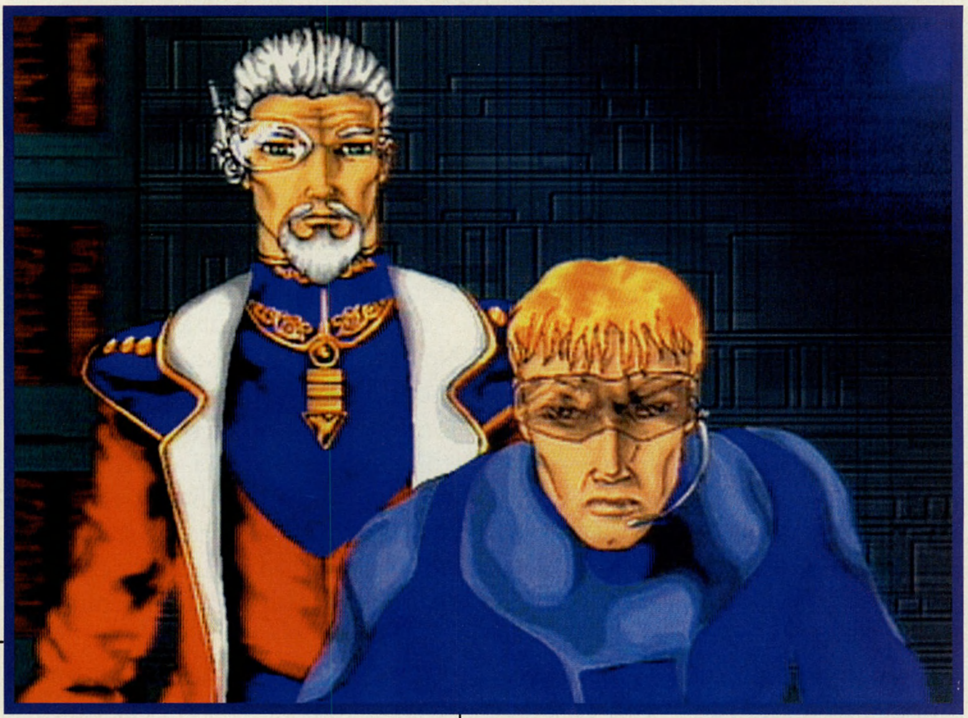
Hank McBride is a pilot who is part of group 1 of the 11th Squadron. He is a close ally of Jessica and has a crush on her.

Morgan Kain

Morgan Kain is Jessica's fiance. Died during the battle of Mars.

Arakh 'Kreen

Arakh 'Kreen is the Lord Commander of the Kesh Rhan fleet. He wages the battle to destroy Earth from his flagship.



Commander Darkhill

Commander Darkhill is Jessica's father. He is on Lunar Base. He is very proud of his daughter but wants to save her from danger. He educated her so that she knows how to face difficulties with nerve and courage. He sometimes regrets that she is now in the military.

Major Karanov

Major Karanov appears only in the first animated sequence. The Lunar Base commander has put her in charge of explaining Jessica's first mission to her.

Captain Yoko Nakamura

Captain Yoko Nakamura is the scientific officer who works in the Manhattan GHQ research section. She helps Jessica fight the virus by proposing an experimental solution called "virtual control". Her husband was killed when the Kesh Rhan attacked Mars.

General John C Blackburn/Commander Andrew Jenkins

General John C Blackburn and Commander Andrew Jenkins are both based at Manhattan GHQ where they direct the FUNSAI operation. They warn Jessica against certain dangers and supply her with all the information she needs for her mission.

◀ this shoot-'em-up is beyond the run-of-the-mill in more ways than just its graphics. This is a shoot-'em-up with a plot. Yes, it all sounds rather bizarre, but we are talking storyline and characters here.

You are Jessica Darkhill, rather nifty at blowing things up, and the Earth is being invaded by aliens (the Kesh Rhans, if you must know). But let's not worry too much about the details. Play the game, let it unfold and stop being so nosy. Admittedly, we're not exactly talking about the depth of a Burn:Cycle, but the manga-derived animated sequences that are sandwiched between the levels add an awful lot to the atmosphere of the game.

Not that Chaos Control is exactly lacking in it. The soundtrack is nearly as sumptuous as the graphics, Infogrames providing a suitably dramatic aural backdrop to the whole concept of having to save the world.

Another neat thing they've done is vary the levels. Admittedly, every stage does involve rather a large amount of destruction to the Kesh Rhan fleet, but each one is different. The first, introductory level involves zooming round Manhattan and the Statue of Liberty. Next you're up against computer viruses in a virtual world dominated by huge chips, circuit boards and some rather surreal imagery. Then it's out into orbit and around the abandoned hulk of a space station, chasing and pursuing the invaders until you face the labyrinth of the flagship itself (bits of which are very similar to flying down the trench of the Death Star in Star Wars).

In fact, it's only in the final section that you get to have any say about the direction you fly in. Normally this sort of system where you whizz about on "rails" leads you to start chomping hunks out of the walls in frustration, but Chaos Control manages to avoid that. It's partly down to the graphics (again), but also the actual movement of the ride is constantly changing. There's very little flying dead straight; instead you find your craft scream-

WORLD OF WONDERS

Your interactive adventure starts here

Sport Fishing

This action packed program features renowned fishing destinations, techniques, species, equipment, and even delicious recipes.
(DV Cartridge required)
CD-i $ 19.95

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THE BEST OF
THE BEST OF JOHN BELUSHI

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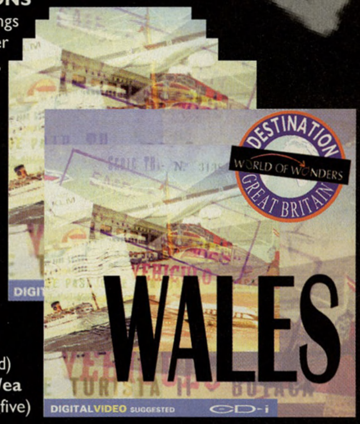

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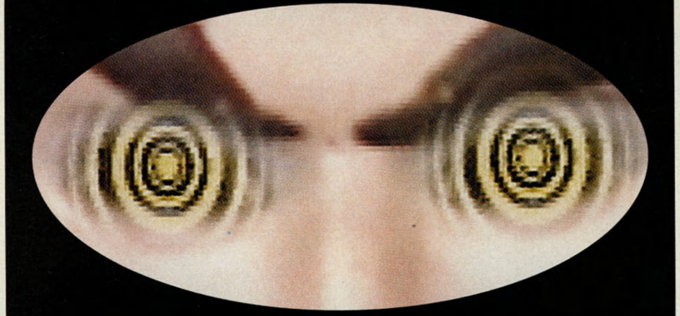

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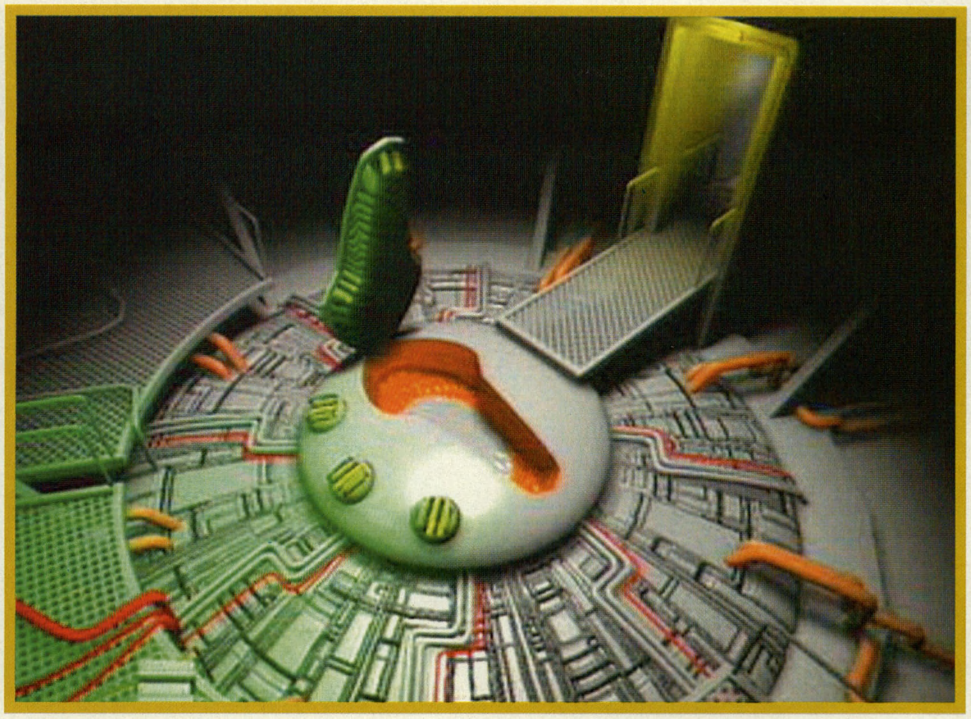
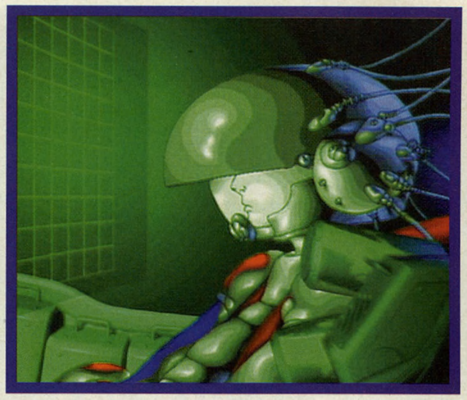




ing round ridiculously tight turns, fitting through horrendously narrow gaps, and generally doing enough to induce motion-sickness in the easily afflicted.

Perfection, it isn't. For one thing the genre of the game is, by its very nature, limiting and despite Infogrames' best efforts to navigate round those shortcomings, people who find shoot-'em-ups a waste of time are unlikely to be converted. Also, due to the vast majority of the game being one long MPEG-encoded movie, the enemy ships don't disappear off the screen when you hit them. Explosions track them so that you know that they're out of the equation, but even though they're rarely on screen for any appreciable length of time, it can make things confusing in places.

But those are the only real quibbles when it comes down to it. For the graphics alone you should buy this game. The gameplay is just an added bonus.

THE PLOT

You are lieutenant Jessica Darkhill, leader of the Arcs Interception Squad, one of the surviving units of the bloody battle against the Kesh Rhans, who destroyed the colonies of Pluton and Mars. As the Kesh Rhan forces ready their next offensive against Earth, in order to annihilate Earth's remaining forces, you reenlist the 11th squadron of the Silver Dragons assigned to the Lunar Base. The enemy fleet approaches, joined by what seems to be the flagship of the Kesh Rhan fleet, announcing the start of the final invasion.

THE CHALLENGE

Your first task is to fight against the Kesh Rhan outer-space warriors who swarm over the Manhattan area and try to block the passageway to GHQ.

The second phase of the game places you in a virtual world in which you must fight the virus program that the Kesh Rhans have planted in the defense control computer network.

In the third phase, at the controls of a powerful fighter ship, you take off to attack the main part of the Kesh Rhan fleet. This phase takes place in the orbiting space station.

The final phase is a battle of spaceships that forces you into a trap-laden labyrinth. You must destroy the Kesh Rhan flagship.

RATINGS

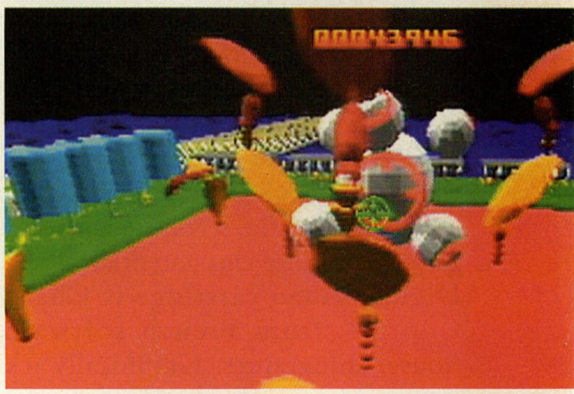
Graphics: 98%

Sound: 92%

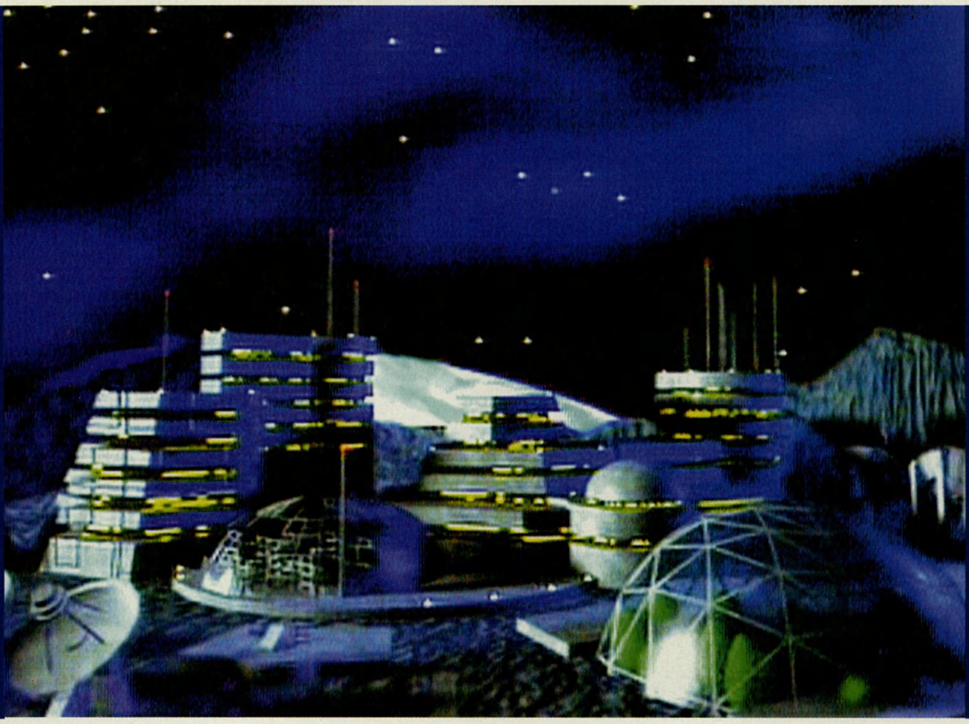
Interactivity: 82%

Overall: 90%

Cost: TBA *Out: 1995*



ANDY STOUT talks to Franck Devron and Benoit Arribart of Infogrames, the brains behind Chaos Control



CHAOS THEORY

As anybody who has been anywhere near this magazine in the past few months knows, the renaissance of the CDi as a games platform is well and truly under way. TripMedia's Burn:Cycle is the first of a whole batch of games that will be appearing in the near future that seriously exploits the technical spec of the CDi player. Once you start adding MPEG into the equation, some of the new games become breathtaking.

The first of the second generation games to utilise the potential of the Digital Video cartridge is Chaos Control, from French software house, Infogrames. Graphically it's leaps and bounds ahead of almost anything else on the market, a non-stop carousel of beautifully rendered 3D images, spinning and twisting on the screen in front of you. And it's not a bad game, either.

Your task is to defend the earth from alien attack by fighting through seven enemy-infested levels to reach the invaders' headquarters.

Considering the lack of real-time rendering on the CDi, the result is stunning. It is no surprise that Infogrames is once again expanding the boundaries of CDi technology. With International Tennis Open and Kether, the company had already stretched CDi gameplay as far as it would go in the early, pre-Digital Video days. Now, the company is doing it all over again with the added memory and performance of the DV cartridge.

> "The difference is that there is now no limit to the imagination."

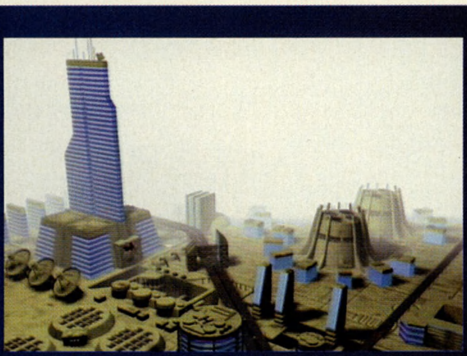
"The difference is that there's now no limit to the imagination," says Franck Drevon, the game's graphic artist. "You can make everything textured, so you can basically make a real interactive movie. It's a very interesting development for the graphics, but makes the programming more difficult."

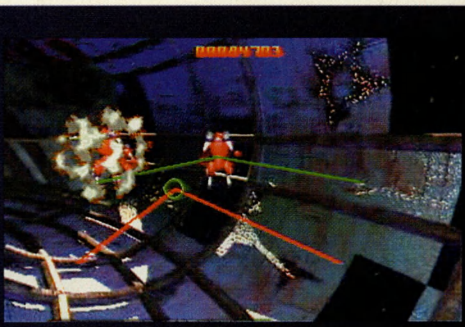
Interesting is hardly the word that springs to mind though. Mind-blowing, more like. The use of DV has really opened up whole new vistas of graphics quality, not to mention the added bonus of being able to access the extra Megabyte of onboard RAM.

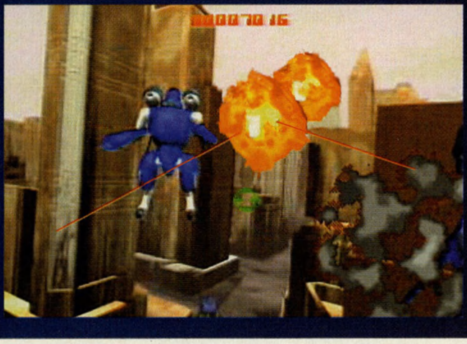
All told, the graphics for Chaos Control originally took up 108 Gigabytes before the MPEG compression reduced it to a manageable size. Every frame of the DV movie sequence was rendered on the most powerful Silican Graphics workstation using SoftImage's Creative Environment package.

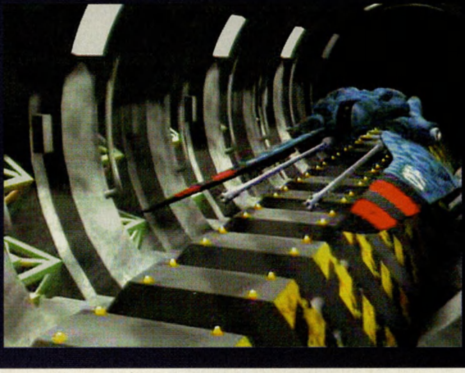
In fact, most of the game is constructed from a DV movie sequence. Everything else is synchronised into the movie, with only the power bars, laser shots, scores and explosions being genuine sprites. This leads to the only really noticeable problem with the game: the enemy ships do not disappear when you hit them. Rather they are tracked by the explosions across the screen.

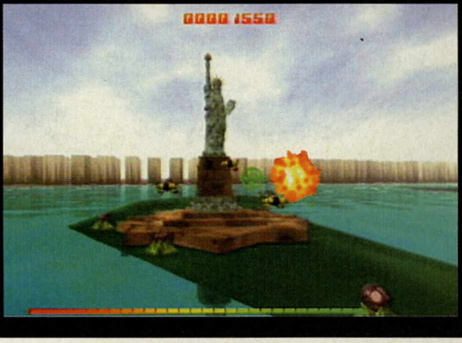
"As it is not in real-time, the ships don't disappear from the screen," admits Drevon. "The ships were











Far left: lunar base. Clockwise from top left, this page: the Manhattan sky base; dogfight on the Mother Ship; the Statue of Liberty; departure from the Mother Ship; fighting the Kesh Rhan in Manhattan

included in the 3D rendering, so it is impossible to destroy them. But the enemies don't stay on the screen for a long time, so you only see them for five seconds and after that the view changes."

The other potential drawback is that the game is essentially a movie sequence. Apart from being able to choose the direction you head in the Mother Ship, there is no significant control. Normally, this would lead to really dire gameplay, but Chaos Control manages to overcome this. You might be riding on "rails" (ie a predetermined course), but the quality of the graphics means that doesn't really matter.

"It's not very important that it's only a ride," says Benoit Arribart, who oversaw the technical aspects of the game. "It's not so important that you can't choose which direction you travel in. As it is a good shoot-'em-up, you only think about it for a few seconds then you forget about it as soon as you begin to play."

Drevon admits the rail system can be a bit limiting, but says the solution is "to make the game in such a way that the player doesn't think about that limitation. We have made a lot of camera movements so that it looks like you are inside a spaceship. When you play, it doesn't occur to you that you can't turn left or right."

> **"The game is a match between the cyber, the manga and the neo-romantic."**

The graphics themselves range from the very organic design of the enemy spaceships (no prizes for guessing that Drevon is a fan of the designer on the film Alien, H R Giger), to the cartoon-graphic representation of the characters. Drevon says he is highly influenced by the imagery of manga films, and describes the game as "a match between the cyber, the manga and the neo-romantic cultures".

"The design of the characters is very manga," he explains. "It was a direction we took particularly for the American and Japanese market." The look of the games is based on manga imagery, so is the the dialogue and so is the plot. In fact, the only difference between this game and the films is that people's eyes are a lot smaller and the female characters don't show their knickers at every opportunity. But what on earth has all this got to do with a shoot-'em-up anyway?

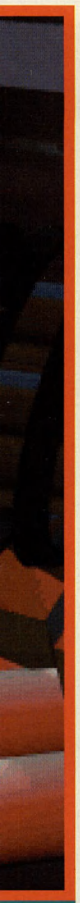
"When I started this project, I wanted to create a real story," says Drevon. "It is a shoot-'em-up, but I wanted to create a story outside the gameplay, to create a real world. I wanted to take it beyond just winning a level and progressing to the next. One of the main attractions of the game is that you have a lot of different worlds with different ambiences, so you are not just inside the computer or in space."

In that regard, Chaos Control has certainly succeeded. Although the gameplay itself never really varies, there is enough of a difference between the levels to keep your mind occupied, whether it is skimming the earth's atmosphere or tumbling through the decaying guts of an abandoned space station.

So where does Infogrames go from here? Chaos II is the obvious answer, but graphically can the CDi get any better? Yes and no, is Drevon's answer.

"Yes, you can always improve, but I think the evolution will not be in the graphics but in the interactivity as new programs are developed."

Produced by Infogrames



RISE OF THE ROBOTS

ANDY CLOUGH previews one of the most exciting games currently in development for CDi — Mirage Technology's stunning beat-'em-up

Rise is set in a highly industrialised world of the future. Over the centuries of technological progress, the planet has paid a heavy price. Life is only sustainable in huge city states that constitute civilisation. The land and oceans beyond have been plundered for raw materials and are irretrievably polluted.

Now, all the essentials of life — food, water and breathable air — are manufactured in the population centres. A ruling politico-military class controls the production of these resources and manipulates the human underclass accordingly. Both military and trade wars between city states are regularly instigated as a means of population control.

The game takes place in Metropolis 4 in the vast Electrocorp building where military and industrial robots are manufactured. All human staff have been replaced by a super intelligent liquid metal morphing robot, known as the Supervisor, which has been programmed to manage the whole complex and its production. An ego virus has infected the Supervisor, causing it to take over the security defences of the complex and the other robots within it.

In a desperate attempt to save the complex, the company has sent in a Cyborg which is immune from the virus. The Cyborg has been created from robotic and human parts and has transmitters which connect it to the Electrocorp digital information network. It has no firepower to minimise damage.

The player controls the Cyborg in battles against five types of enemy robots as well as the Supervisor. Each robot is governed by its own artificial intelligence which will affect the style with which it fights. The Supervisor provides the ultimate challenge, with special moves which will include melting to avoid a punch, forming anvils and spikes for hands, and turning into a metal block as defence.

DEVELOPMENT

Rise of the Robots is being developed by Mirage's in-house programming team, Instinct Design. The team, headed by ex-Bitmap Brother Sean Griffiths, was formed in 1992 to develop high quality products that stretch the technical capabilities of new CD-ROM machines.

The game is being created using bespoke Autodesk 3D Studio CAD modelling software, that produces high quality ray traced graphic images. 3D Studio works like a film studio, allowing the operator to build different sets, add colours and textures and position cameras and lighting.

Each robot character is modelled piece by piece from the original blueprint designs and shaped to its exact dimensions. Each section of a robot is created in mesh form and then linked hierarchically to produce a fully animated character.

Chief villain in the game is the Supervisor, a sexy and voluptuous computer generated female robot. She has been created using similar techniques used to produce the special effects in films such as Jurassic Park and Terminator 2. Her sleek liquid metal body "morphs" into lethal shapes as she fights.

Kwan Lee, a professional interior designer, has been employed to design and build the sets for the game. He is creating the external view of an entire city and the inside of a robotics manufacturing plant where the game takes place.

Music for the game has been provided by Brian May of Queen. It was May's solo album, *Back To The Light*, which first attracted the Mirage team. They wanted to use two tracks from the album, *The Dark* and *Resurrection*, and May agreed. He has also written additional music specifically for the game.

The CDi version of Rise will play on all CDi players, but owners with a Digital Video cartridge will be able to access enhanced gameplay, additional cinematic sequences and information on the making of the title. Rise has one and two player options.

GAMEPLAY

ONE PLAYER GAME: this option pits you against the CDi machine. You take the role of the Cyborg and you must battle your way past the formidable series of Electrocorp robots who protect the Supervisor, the ultimate opponent. If you select this option, you will be offered two options: Mission Briefing and Training.

MISSION BRIEFING: this option puts the Cyborg into the security services directed mission where you ▶

The Cyborg

The Electrocorp Cybernetic Organism model ECO 35-2 represents the ultimate development to date from Electrocorp's Sci-Bio technology team. The ECO 35 series is the first anthropomorphic droid to meet the corporation's design and performance specification for this secret project. It is governed by an implanted human brain and possesses a full personality, so is capable of a large range of emotional responses. The ECO 35 has considerable strength and is a formidable combatant. Special moves include the turbo head-butt and shoulder barge. Its main weakness is its human CPU, which means it can suffer mental fatigue.

Loader Droid

A mass-produced robot used in manufacturing plants across the planet. The Loader is now considered old technology and is in the process of being replaced by the more sophisticated BHF03 Builder droid. The Loader has never been assigned combative tasks, and possesses no self-defence software other than the regular standard hazard avoidance procedures. It has exceptionally powerful arms which are capable of delivering damaging blows, but is restricted by its slow speed. Special moves include the double fork slash.

Sentry Droid

Designed by Electrocorp's Japanese subsidiary, the formidable Sentry droid is a development of the technology used in the Exterminator's construction. Up until the time of the Rise mission, the Sentry has been purely a research model employing prototype systems under test for future use in a new generation of combat robots. Now the Supervisor has employed this model to be her first line of defence in a direct attack on her command floor high in the Electrocorp tower. The Sentry droid has full recoil power conversion in all its limbs which makes it extremely fast. The super-rapid CPU can alter moves at a moment's notice. The Sentry is red for easy identification. It is a high category threat for any opponent. No weaknesses have been identified. Special move is the flying jet kick.

◀

must meet each robot in mounting order of combat skill and aggression. It is only by following the mission briefing and by battling your way past all the opposing robots that you will finally meet the ultimate challenge to your combat skills — the Supervisor.

TRAINING: this option lets you, the Cyborg, select between the individual robots. Using the controller, choose your preferred combat opponent. You may select any of the robots except the Supervisor.

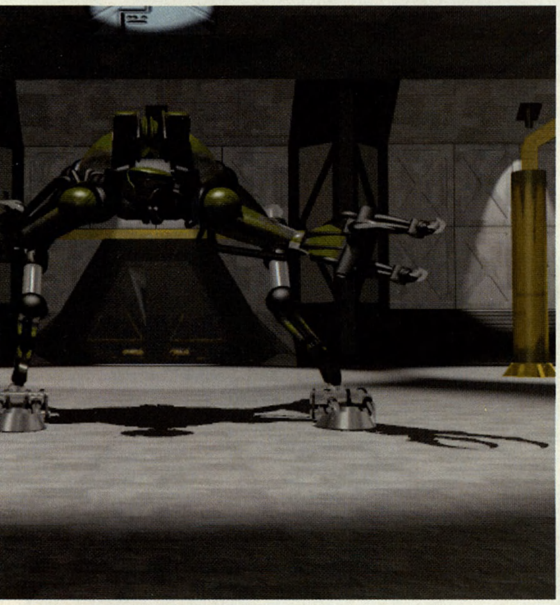
TWO-PLAYER GAME: this enables you to select an opponent for the Cyborg from the range of Electrocorp robots. You will not be able to play one robot against another — Electrocorp's droids are programmed not to engage one another in combat — but you will be able to pit the Cyborg against its twin. Since both combatants are player-controlled, there is no difficulty level setting for this option. The Supervisor remains under the control of the CDi player at all times. You cannot select the Supervisor from this option.

DIFFICULTY LEVEL: choose between easy, medium and hard. This determines the aggression and skill levels of your computer opponents.

BOUTS: each encounter with an individual robot is divided into separate bouts. For each encounter you can choose three, five or seven bouts. Each bout has a limited duration or is a fight to a knock-out finish.
To survive and progress to the next robot, you have to win more than half the bouts (ie at least two out of three, three out of five and five out of seven).
A bout can be won by knocking out your opponent, or inflicting the most damage within the bout's time span. You can select bouts of 20, 40 or 60 seconds.

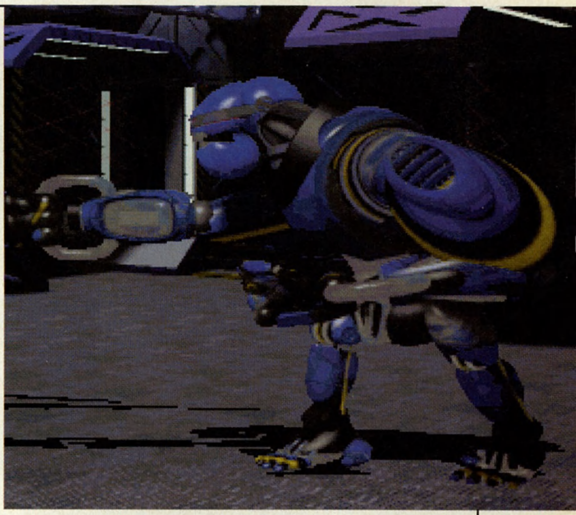
Crusher Droid

The Crusher droids were introduced into the Electrocorp production halls when a series of Builder droids developed autonomous routines and destroyed an entire production line. When not required to act as production line "bouncers", Crusher droids are used for entering hazardous areas on the production lines to free jammed machinery and extract waste materials. Once under the control of the Supervisor, the Crusher is an opponent which presents an immediate threat to the Cyborg. The Crusher is a purpose-built droid debilitator, used to immobilise dangerously malfunctioning production droids. It is



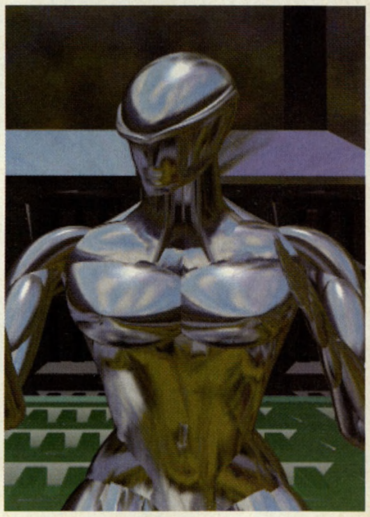
highly agile and designed to terminate any faulty droids immediately. The Crusher's pincer arms must be avoided at all costs: the pincer mincer is its speciality. Its only weaknesses are a vulnerable CPU housing and vulnerable arms when they are extended.

Builder Droid



The BHF03 Builder droid is the model designed to supersede the more primitive Loader class. It is designed to carry heavy plant and components around the engineering floors of manufacturing units. The Builder has a more humanoid form than the old Loader type. Many of its physical capabilities are the same as a human's in that it can perform construction work in much the same way, but with much greater strength and endurance. It has a rather static combat style, and tends to crouch rather than use its full height of 3 metres. The Builder has powerful arms and efficient blocking tactics, but is slow and has vulnerable legs.

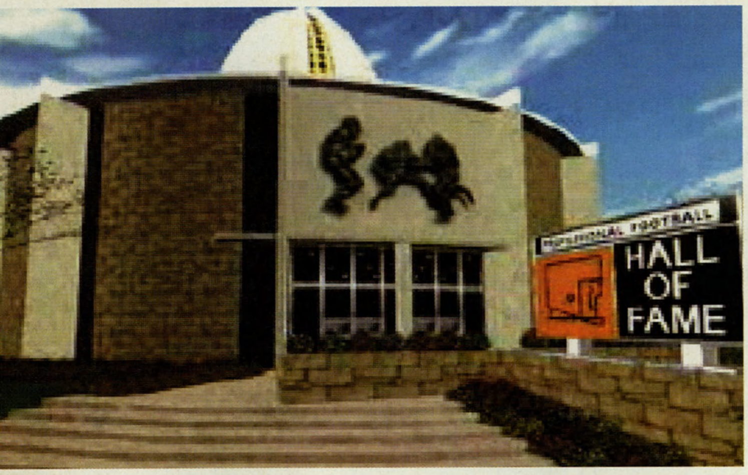
The Supervisor

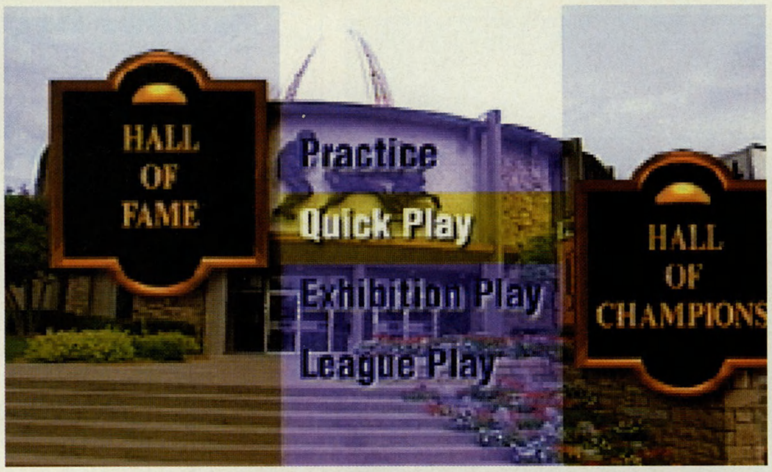


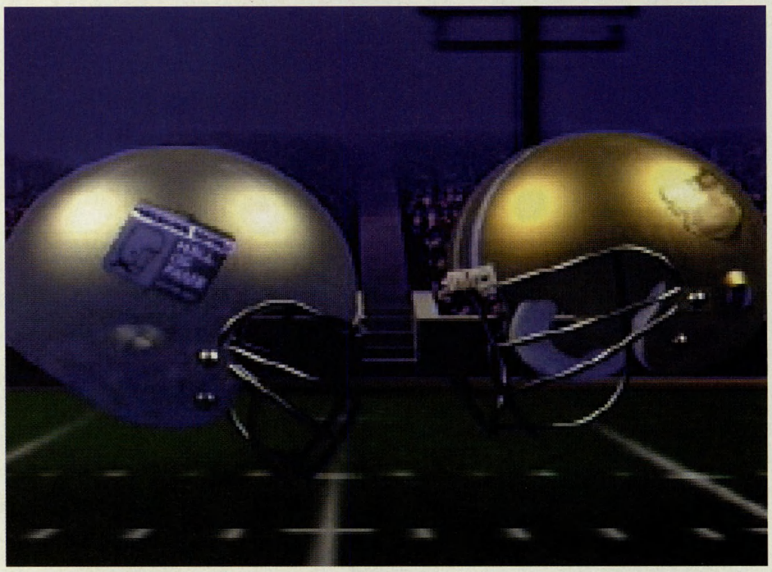
The Supervisor takes the form of a menacing female, but she can morph into other shapes for particular tasks. Due to a flaw in the Supervisor's radical technology, she has developed the Ego Virus. Her personality has become corrupted and she has begun emulating psychopathic conditions normally only found in humans. This behaviour disorder coupled with the Supervisor's intelligence and morphing capabilites means she poses the greatest threat to the Cyborg and, consequently, the whole of Metropolis 4. No weaknesses have been identified.

Exterminator Droid

As the name suggests, the Exterminator has been designed for combat and security applications. It is Electrocorp's generic combat class robot and has rapidly become the standard machine in all the planet's military organisations. The Exterminator, recruited by the Supervisor, is a top secret development model and features modifications not found on production military droids. It performs with speed, intelligence and can be programmed to operate battlefield weapons of various types. The Exterminator has advanced artificial intelligence and is readily trainable alongside its human comrades. Weaknesses include a vulnerable CPU housing and limb joints. Special moves are the cyber slash and catapult spin.







LAURIE YATES tackles some sporting legends from the comfort of her favourite armchair

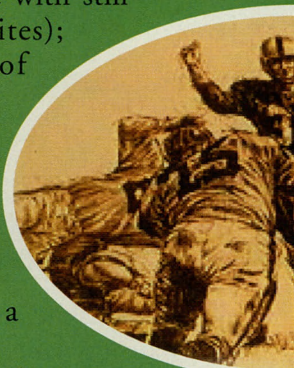
NFL HALL OF

Football fans have already celebrated the 75th anniversary of the NFL — the oldest and largest pro football organisation — and now POV Entertainment Group's NFL Hall of Fame on CDi offers a timely treat for pigskin partisans and historians alike. While most interactive football products either tackle football action or gridiron data, Hall of Fame blends both in an entertaining value-added program.

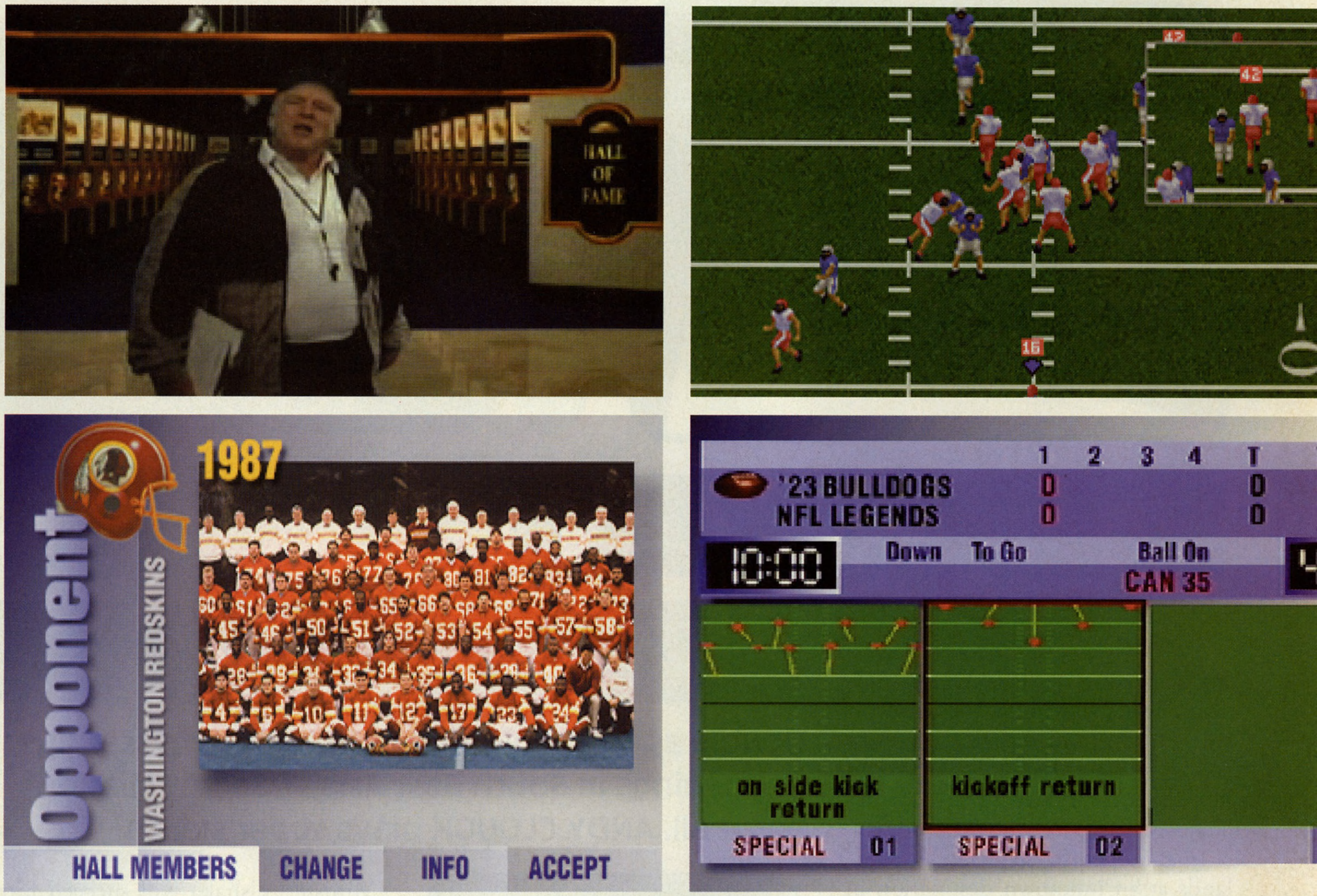
The opening footage comprises an eye-popping establishing shot of a football stadium followed by a camera pan to the front of the Canton, Ohio Professional Football Hall of Fame. This stunning sequence begins with grainy-looking black and white footage of the field, morphs into sparkling, full-colour realism — courtesy of some state-of-the-art texture-mapped polygons — and eventually resolves into an MPEG-driven full motion video view of the hall.

Outside the Hall of Fame entrance, a gritty, no-nonsense coach — played by Tom Finnegan — greets users and shepherds them to the main menu, where three options are available: a two-part virtual tour of the Hall of Fame or, for the more physically-oriented types, a chance to play with some of the sport's great names.

The Hall of Fame is divided into the Hall itself, which features 145 gridiron greats (complete with still photos and video bites); and the Hall of Champions, showcasing 40 of the game's finest teams (unfortunately, even recent teams are represented by a single team photo with a brief audio overview).



In the game module, the top-down perspective is solid, if uninspired. One or two players select among Quick Play, Exhibition and League modes. Quick Play assigns pre-set Dream Teams and offensive/defensive plans, with the gamer


HALL OF FAME
1987
Opponent
WASHINGTON REDSKINS
HALL MEMBERS
CHANGE
INFO
ACCEPT
1 2 3 4 T
'23 BULLDOGS 0 0
NFL LEGENDS 0 0
10:00
Down
To Go
Ball On
CAN 35
on side kick return
kickoff return
SPECIAL 01
SPECIAL 02

Clockwise from top left: the NFL Hall of Fame in Canton, Ohio; game menu; your host Tom Finnegan; on the pitch; score card; team members; essential protective head gear!

FAME

opting to coach or play.

Exhibition — a single game scenario — permits player recruitment. Users selct a team name and helmet logo; then determine home or visitor status. If any of the legends don't make your cut, they are replaceable.

Armchair coaches can also modify both the five pre-set offensive and three pre-fabricated defensive game plans. League Play permits players to set up an entire season, leading to a silicon Super Bowl. The graphics range from the spectacular DV footage to more ordinary-looking character sprites. The game is displayed from a top-down perspective — a point-of-view that has been out of fashion since EA Sports introduced Madden Football almost half a decade ago. But with the CDi's enhanced sprite animations, the bird's-eye view makes for a nice change of pace and provides very satisfying gameplay.

The sound, meanwhile, is great; speech is clear and well-modulated, and the ambient sound effects capture the stadium atmosphere with impressive fidelity.

For football-loving CDi owners, NFL Football Hall of Fame offers both a data base and some entertaining simulation play — sort of like a digital football game with its own pre-game show.

Produced by Philips POV

RATINGS

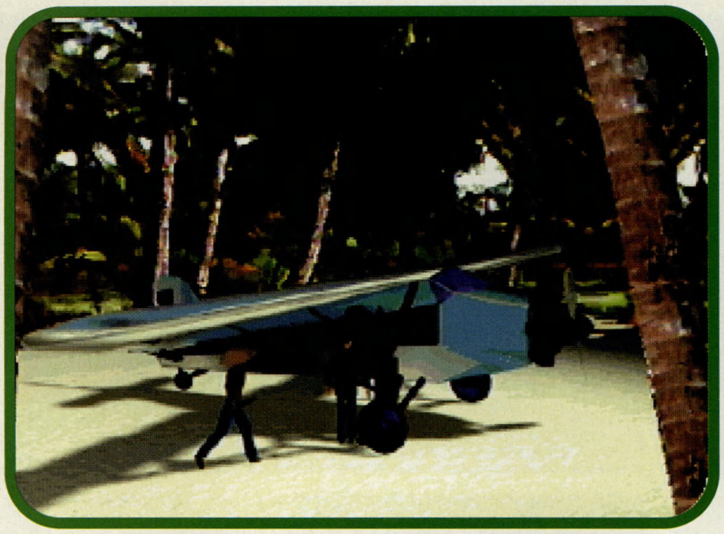
Graphics: 84%

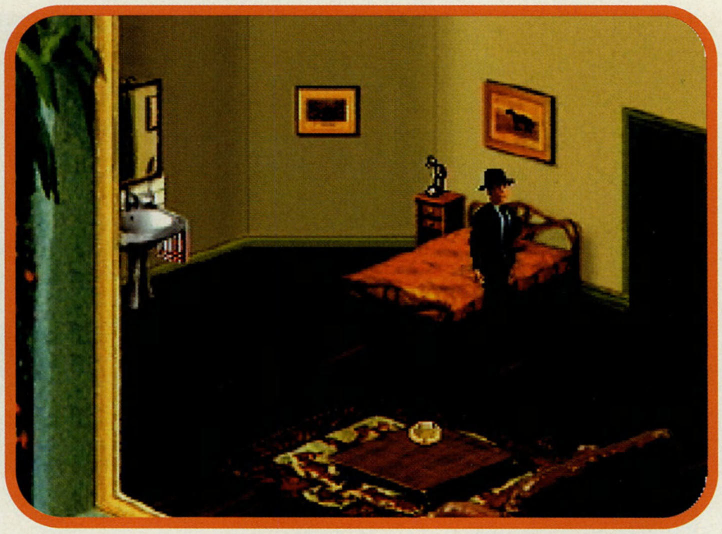
Sound: 93%

Interactivity: 85%

Overall: 90%

Cost: $59.98 Out: Now





SECRET MISSION

Double agents, Cold War politics and mysterious happenings in South East Asia — Secret Mission has it all. ANDY CLOUGH plays super sleuth

Your task in the game is to play a secret agent who must accomplish two missions. First, you must discover your true identity and second, you must recover valuable documents and hand them over to your nation's embassy.

In the opening sequence, a plane lands at an unknown destination in a tiny kingdom of South-East Asia sometime during the 1950s. As you get out of the plane, a Chinese guy greets you by kindly knocking you unconscious. He then gets shot in the back. Mystified? You will be.

Later, you wake up in a hotel bedroom with a cracking headache. There is a bottle of chloroform beside you on the bed. Baffled, you explore the room for clues. Then the phone rings. There is a woman waiting downstairs for you in the lobby.

Once you work out how to leave the room, you go downstairs to meet her. You have no recollection of her, but she clearly knows you and is expecting you to whisk her off to dinner. As the dialogue appears on screen, you have to choose your replies carefully. If you admit to having lost your memory, she will eventually explain everything.

You are told you are an American double agent, JEF4, in fact working for the Russians. The woman you have met is your boss, Natacha. It appears you are in the country of Opalia, situated between Burma, India and China, which makes it a very strategic spot indeed.

The two superpowers of the time, the US and USSR, have failed in their attempts to create an alliance. They have therefore decided to set their respective secret services to work to win the favour of the King of Opalia, to control him, or if the worst comes to the worst, to eliminate him.

The King is the last descendant of his line and, according to the law, if anything happens to him, his Prime Minister Vishaka will succeed him. Happily, the king has at last found a woman he loves, and he intends to announce his engagement during a national holiday.

But the evil Vishaka has other plans. Hell-bent on seizing power, he plans to have the King assassinated. Before he embarked on his political career, Vishaka was the head of the mysterious tribe of Thug-Nots, who live deep in the heart of the jungle. He retains enormous influence over them and uses them as his secret army.

The Russian and American secret services know that Vishaka is preparing something, but they don't know all the details of his plan. The only way you can find out more is to enter the palace and find a way into the secret room where you will find the details of the plot.

JEF4 begins his investigation in the city, but soon realises that the palace is too well guarded for him to get in unnoticed. He asks Gundhi, who knows the guards, to go in his place. Gundhi discovers the secret room where the documents are hidden.

But to get into the secret room, JEF4 must find a necklace of which there are only two copies — the first is around Vishaka's neck, the second is hidden in a village in the deepest part of Thug territory. He must then travel into the jungle to find the village. To do this, he has to overcome a number of obstacles. These include jumping across a precipice with his side-car, finding his way through the jungle alone, and avoiding death by drowning and eloctrocution by contact with an electric eel.

Once in the village, he must get the necklace and then return to the city. JEF4 finds a huge statue. When he solves a puzzle, a door in the statue will open, allowing him to descend into a hiding place which contains the sacred necklace and crates of weapons. After he has blown up the arms cache, JEF4 must escape from the Thug village and find his way to a river.

There he will find a canoe to help him get back to the city.

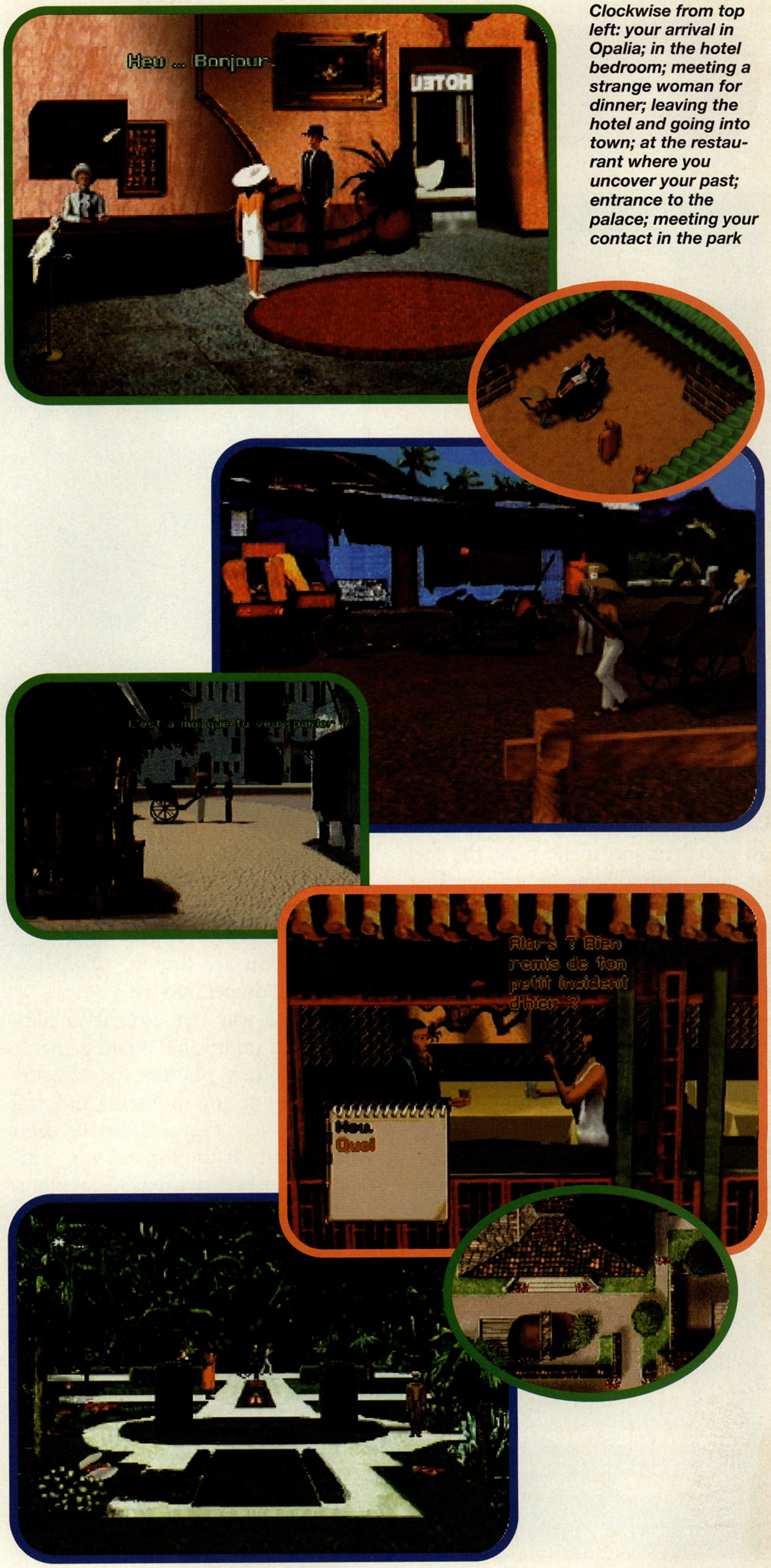
He must now move quickly to get into the palace. Once there, he will find the documents which spell out the details of the plot. JEF4 now has three choices: to regain his memory using a special potion, go to the Russian embassy or go to the American embassy and hand over the plans.

Whichever he chooses will determine the outcome. It is up to you.

For preview purposes, we only had a very early version of the disc with French text. But the early indications are that this will be a thought-provoking and enjoyable game. There is no Digital Video, of course, but the base-case graphics are still quite adequate.

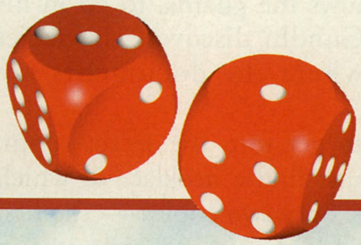
There are enough plot twists to keep even the most hardened detective happy, and nothing is ever quite what it seems.

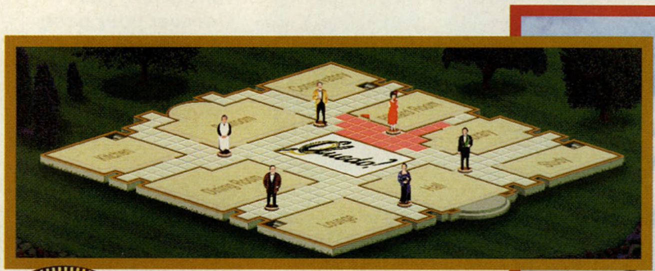
Produced by Microids
Cost: TBA Out: 1995


Heu ... Bonjour.
HOTEL
C'est à moi que tu veux parler ?
Alors ? Rien remis de ton petit incident d'hier ?
Heu.
Quoi

Clockwise from top left: your arrival in Opalia; in the hotel bedroom; meeting a strange woman for dinner; leaving the hotel and going into town; at the restaurant where you uncover your past; entrance to the palace; meeting your contact in the park

CLUE...





Stars of screen and stage take part in this CDi version of Clue, reports ANDY CLOUGH

This is a superb adaptation of the classic Parker Brothers' board game to CDi. UK company 3T Productions has done an excellent job in keeping the feel of the original game by using a first rate cast, including Joan Sims as Mrs White, John Standing as Colonel Mustard and David Healy as Professor Plum, and filming the video sequences at Arlington Hall in England to bring it all to life.

The rules are exactly the same, and up to six people can play. Each time you enter a room on the board you will be transported into an actual room as photographed at Arlington Hall. Once inside, there is vital evidence to be found. A red magnifying glass will reveal a clue, while a ticking clock is a hint that a video sequence can be accessed. It is these "live" sequences which really give Clue on CDi the edge, because you are drawn deeper and deeper into the action in a way that can never happen with a traditional board game.

Your fellow players may betray themselves at any moment, and you can interview them, discover their whereabouts at the time of the murder or hear each witness's statement. Remember, not everyone will tell the truth! Once you think you have enough evidence, you can reveal the murderer's identity to the butler in the room in which you think the murder was committed. You have three chances to crack the mystery, so don't waste them too readily.

There are three story lines on the disc, and you can let the CDi player choose one at random, or choose one yourself at the start of the game. The really clever part is that each story has four different outcomes, so there are 12 scenarios on the disc. If you are unsure of any of the rules, there is an admirably clear interactive rulebook included on the disc.

Clue is an ideal game for the CDi format and one which the whole family can enjoy: mom, dad and the kids. It's like taking part in your own murder mystery on TV where you can play the part of a real sleuth and test your skills

RATINGS

Graphics: 89%
Sound: 89%
Interactivity: 90%
Overall: 90%

Cost: $49.98 **Out: Now**

Mrs Peacock

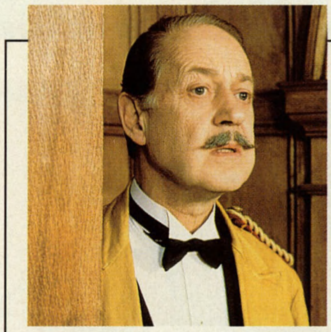
(Susan Wooldridge)
Starred in The Bill and Bergerac for TV. Film roles in Hope and Glory and Frankenstein.

Mr Boddy

(Angus Macinnes)
TV appearances in Lovejoy, Howard's Way and The New Statesman. Films include Superman II, Star Wars, The Krays and Witness.

Miss Scarlet

(Nicola Van Dam)
Van Dam has starred in theatre performances of A Tale of Two Cities, The Canterbury Tales and The Pirates of Penzance.



Colonel Mustard

(John Standing)
Recent performances in Riders for Anglia TV, Ways and Means with Joan Collins for the BBC and Hayfever at Albery Theatre.

Mr Green

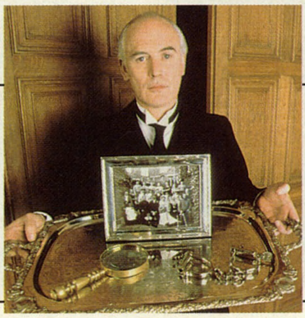
(Stuart Milligan)
Trained at the Webber Douglas Academy of Dramatic Art. TV roles in the Harry Enfield Show, True Crimes and Dempsey & Makepeace.

Professor Plum

(David Healy)
Brought up in New York and Dallas, Healy began his acting career in the UK in 1964. He has played numerous theatre and TV roles.

Mrs White

(Joan Sims)
Born in Laindon, UK, Sims won a scholarship to RADA. She has appeared in over 50 films, 100 television productions and numerous radio broadcasts.



The Butler

(Terence Harvey)
From 1979-82, Harvey was a member of the RSC. TV credits include Casualty, Prime Suspect III, Poirot, The Bill and Bergerac.

of observation and cunning to the full.

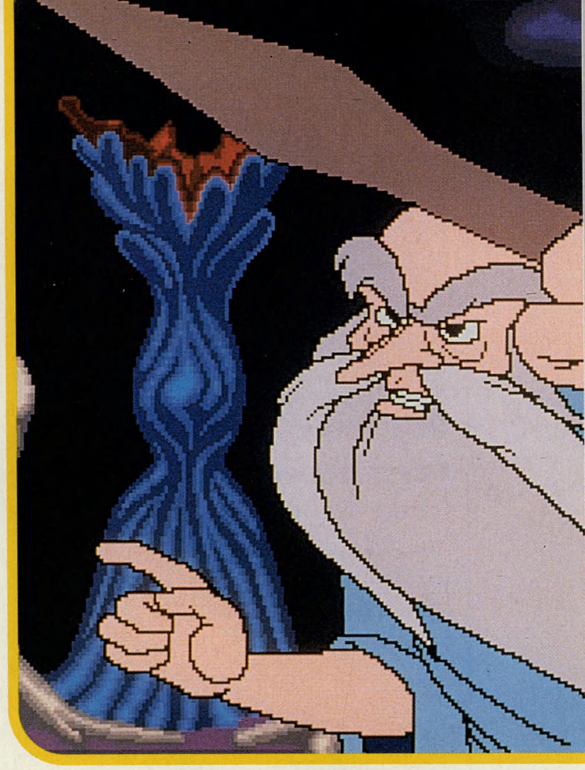
This is one CDi title you should definitely not be at home without this year. And to make it even more fun, Philips is packaging the disc with six detective note cards and dry wipe pens so you can take notes as you go along.

3T Productions has brought TV production values to the game and used the Digital Video capabilities of CDi most skilfully. A second Clue disc is promised next year with a further three stories, so who says you can have too much of a good thing?

Produced by 3T Productions

PATRICK BATEMAN indulges in some wonderful wizardry as he tackles an early version of Merlin's Apprentice on CDi

MERLIN'S APPRENTICE



Puzzle games. Don't ya just hate them? With the honourable exception of Tetris, this genre of gameplay just doesn't translate well to the TV screen — unless, of course, it is dressed up with ridiculously flashy window dressing like The 7th Guest.

So it was with some trepidation that I slipped Merlin's Apprentice — "a fully animated, story-driven puzzle game" — into my CDi player.

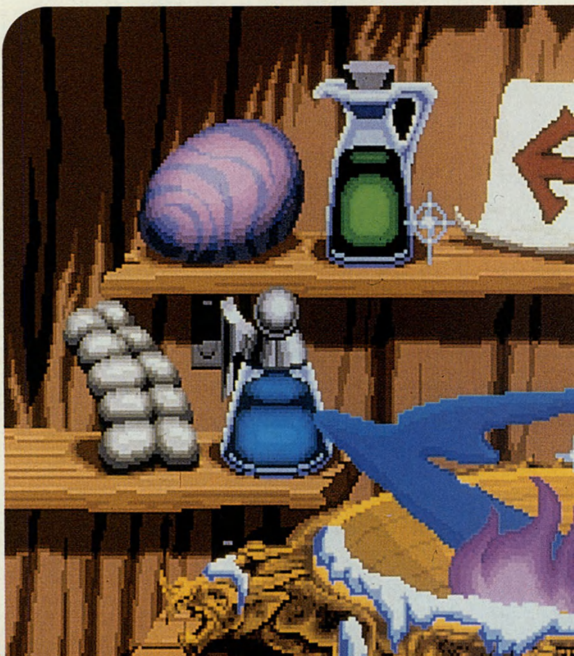
Four and a half interrupted hours later, I was still playing it.

What makes it so compulsive, even to a puzzle-book phobic like myself? Hard to say. The story that "drives" the game is hardly the most electrifying of scenarios: you are the wizard Merlin's apprentice, but the old guy has been hidden somewhere by three mischievous demons. To find the wizard, you need to complete a variety of magical challenges. Well strike me down with a feather!

If the story is a little pedestrian, the presentation is certainly a class apart from your typical brain teaser. The animation and cut screens are of the highest quality, especially for a base-case (non Digital Video) title. Real care has been taken with the music soundtrack and voices, too.

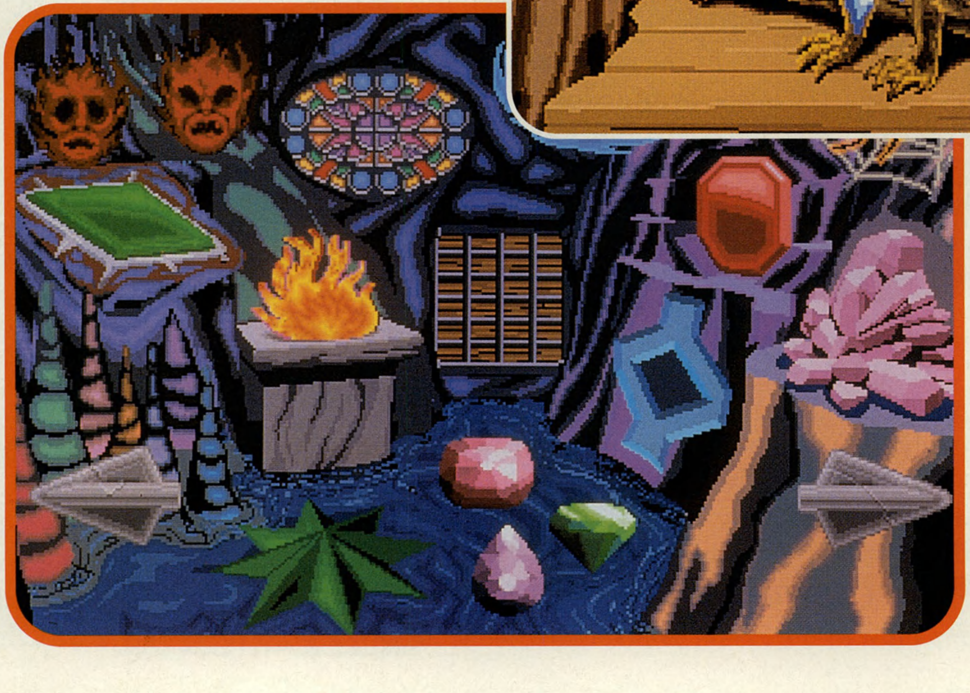
But what really keeps you glued to the joypad is the standard of the puzzles themselves. There are eight main categories in all, ranging from memory tests to sliding picture puzzles and secret code puzzles. Also featured are arcade-style, cursor-driven point-and-shoot levels which are surprisingly well implemented — the "feel" is responsive and the collision detection watertight.

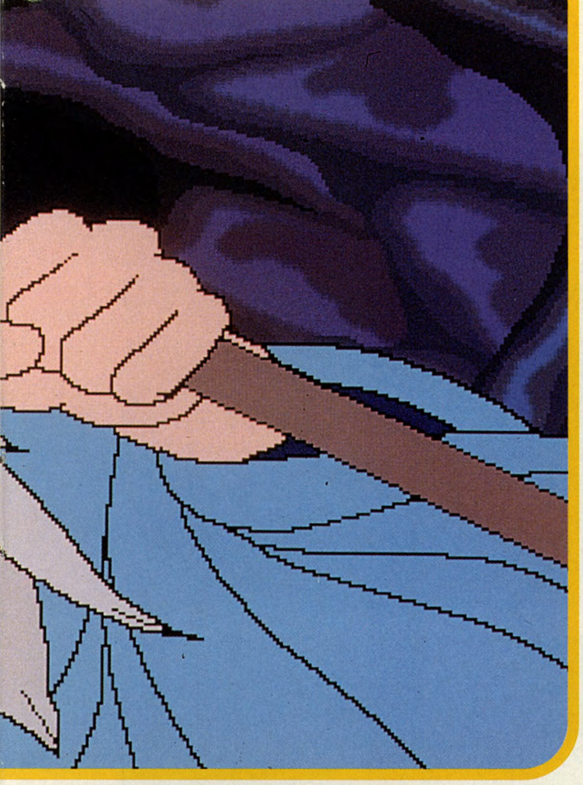
Each time you solve a puzzle you are rewarded with a magical item. At the end of the level, if you mix the right items in the correct order, a magic potion will transport you to the next level. Cue some more top-quality animated story telling and another set of puzzles.

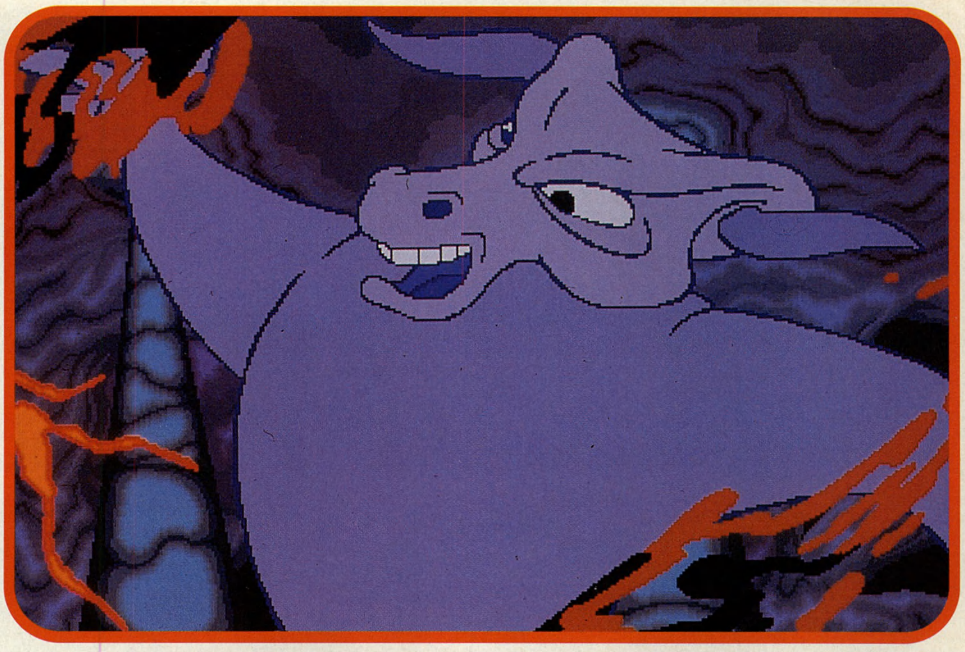


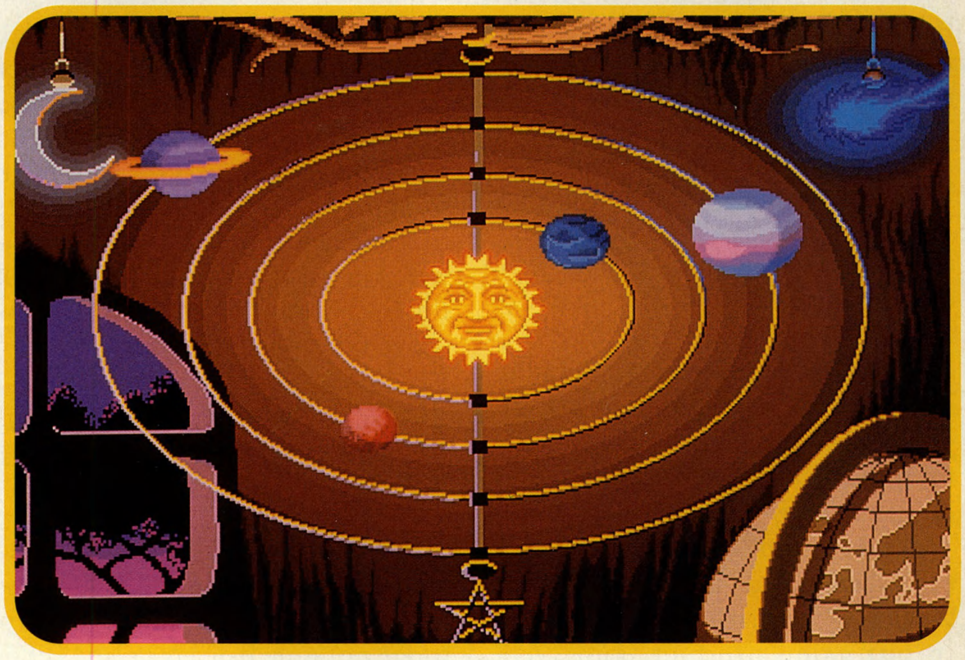
A typical example of this title's quality is the options screen. Instead of simply assigning a sweeping difficulty level — easy, average and hard — to the whole program, it allows you to tailor the challenge to suit your aptitude for particular types of puzzles. So if you are great at code-busting but have problems remembering your middle name, you can vary the handicap accordingly. A damn fine idea.

Inevitably, some of the puzzles work better than others (although this is probably personal prejudice). Sliding picture puzzles always drive me up the wall, and in this disc the









somewhat less-than-intuitive control system adds to the frustration factor. But the code cracking and potion mixing sections are beautifully logical brain-testers, and incur high levels of satisfaction when completed.

The disc we had was only an early prototype and did have a serious bug that made the later codes impossible to break, but this should be fixed in the final production version.

Cost: $49.98 Out: March
*Produced by Philips *FunHouse**

Mr Games

DAVID McELHATTEN is head of the games publishing division of Philips Interactive Media, based in Los Angeles. He talks to ANDY CLOUGH

AC: Why has it taken Philips so long to acknowledge the importance of developing games for CDi?

DM: We have always known that CDi is much more than a games machine, that it is really a home entertainment system — a next generation CD player that can do numerous things.

However, to be ultimately successful in this business you have to deliver great games on any new home platform, because games are the essence of interactivity.

We didn't emphasise games in the early days of the CDi launch since we just didn't have the horsepower in our game product, and CDi wasn't originally designed as a high performance games machine. Since then we have worked on our third and fourth generation product and our developers have broken through some of the technological barriers that any new system presents to software engineers. With the creation of Philips Media Games, CDi now delivers great game product.

AC: How important is the advent of Digital Video for games' development?

DM: The optional Digital Video cartridge is one of the cornerstones of our publishing plan. The cartridge not only delivers great MPEG video and Surround Sound audio, it also gives developers another 1.5 megabytes of memory in the system, allowing for faster action sprites, and it improves our ability to design games with better gameplay. The DV cartridge is a significant upgrade to the CDi system.

AC: Can you outline your game development strategy?

DM: This past year we wanted to bring hit games to the CDi format and simply do them better than any other version on the market. Digital Video is one of our three key strategies to achieve that. Our reasons are simple. We wanted to help re-establish CDi as a viable games format and we wanted to show consumers and publishers alike the power of MPEG-based games. CDi unquestionably has the best versions of The 7th Guest, Dragon's Lair, Space Ace and Mad Dog McCree and there will be more to follow.

AC: You said that Digital Video publishing is one of your three key publishing strategies, what are the other two?

DM: Our second key focus is to spend time with other publishers, our competitors if you will, and show them that CDi is a great games platform that can really deliver. Virgin, Interplay, Sony and US Gold are all developing CDi titles. The third part of our strategy is to deliver great original games for CDi. Perhaps the best example of this is Burn:Cycle.

AC: Burn:Cycle is an interesting example, as it is a base-case title and does not require the optional DV cartridge. How did you develop such a great game without the benefit of Digital Video?

DM: Burn:Cycle is a tour de force cinematic adventure game with a lot of action and superb music all blended in with a very strong narrative that keeps you moving. There is great video in the title and terrific graphics done on Silicon Graphics machines, but the key to making this title work in base-case form is the art direction, the video compression and some very clever programming. TripMedia, the developer of the game, brought four wonderfully gifted people together to create this trend-setting game.

AC: Will all future games include Digital Video footage?

DM: No. We will continue to develop base-case titles as well. But we won't just transfer existing hits from other platforms. We want to be a world developer of games.

▶

TIPPING IS NOT A C
IN C

Far left (clockwise): 7th Guest, Mad Dog McCree, Burn:Cycle and Dragon's Lair. Above: the team from Thunder in Paradise. Right: McElhatten

TripMedia at work on its trend-setting CDi game Burn:Cycle

AC: Would you consider developing titles on other platforms?

DM: Yes. If you pay a significant amount of money to license and produce a title, you possess a very expensive asset. However, unless you exploit that asset to its full potential, you will never realise its full value. Some properties cost close to $1m all in, and as we raise the stakes of our production values and gameplay, we may need to produce titles in other formats.

AC: How important is the development of film on CDi for the games market?

DM: We will exploit movie and TV properties where appropriate. These are becoming increasingly difficult decisions to make since success on the TV or silver screen does not in any way guarantee a hit game. You have to pick your shots carefully.
We are currently close to finishing an action game based on the TV show Thunder in Paradise, starring Hulk Hogan, Jack Lemmon and Carol Alt. We co-directed both the linear two-part episode and the interactive show on location in Florida (see feature, issue 1).
Another deal we made recently was with Full Moon. It produces over 30 films a year and creates films for a very low cost but with comparatively high production values. We believe our association with them will yield three great CDi titles.
Our latest deal is to develop a game based on the very successful film The Crow (see News).

AC: How seriously do you take the threat posed by other formats such as 3DO?

DM: 3DO is going through the growing pains that we did a few years back. Their games have gotten better but they never delivered on the real promise to make next generation games that are explosively different from anything seen before. I understand their position, as we were there not too long ago. 3DO may be a formidable competitor in time, but we do some things much better, and cheaper, than them.

AC: What about the new games consoles coming from Sega and Sony?

DM: The key point here is that while CDi delivers great games, it is not just a games machine. So 3DO or the new Sony or Sega systems are at a disadvantage from my view with their singular positioning. Mass-market America needs one machine that offers a wide array of options, including movies, music, games and other special interest discs for the whole family.

AC: Will you commission games from developers outside the US?

DM: Yes, most certainly. Games publishing is an international activity and this is one of our key strengths. In fact, most of our games product is produced in at least three languages and this really separates us from our competitors.
We will continue to commission games from our LA and London offices. Our aim is to develop fewer and bigger titles and we have had considerable success in finding great game developers in Europe.

AC: Are there any plans to link up CDi games with cable TV in the way that Sega is doing with the Sega Channel?

DM: Philips Media is about to become the number one private cable operator in Europe. We are the manufacturer of set-top boxes, and the operating system for CDi has been chosen in major trials as the underlying software structure to deliver video-on-demand. Yes, we will see CDi software being delivered over network based systems in the future.

AC: How important is the development of CDi software to Philips?

DM: Philips has made a huge commitment to CDi and that is starting to pay off. Strategically, many of the major consumer electronic companies are moving into the software business, so our decision to be a major force in this business should come as no surprise. As a company, we want to generate a third of our revenue from software by the end of the century.

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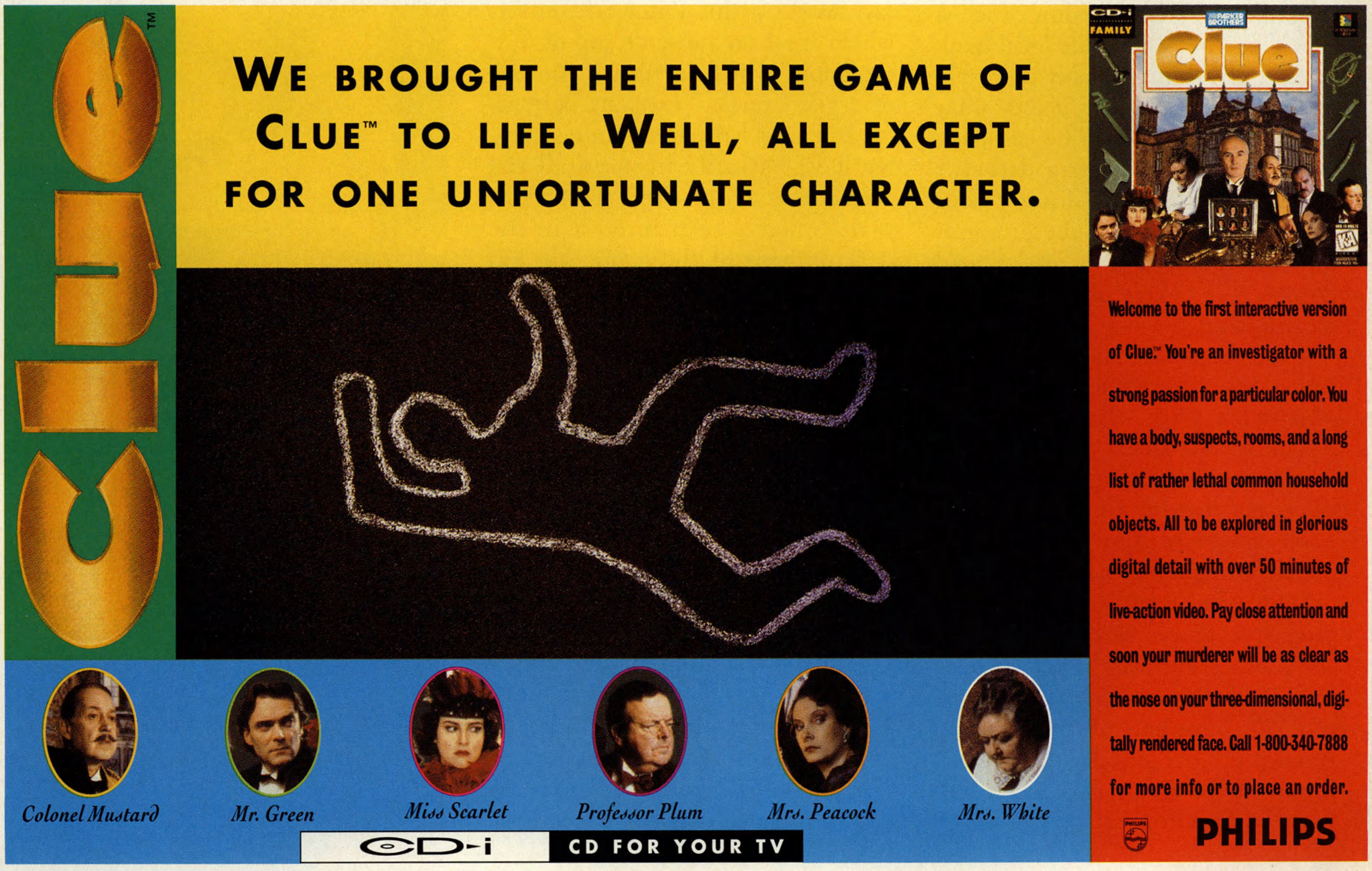
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DISCWORLD

ANDY CLOUGH delves into the fantasy world of science fiction author TERRY PRATCHETT, whose work forms the basis of a new CDi game

If you haven't already heard of Teeny Weeny Games (TWG) and its sister company Perfect10 Productions, you soon will have. Why? Because TWG is the company behind Discworld, the forthcoming computer game derived from the novels of the enormously popular and successful fantasy science fiction author, Terry Pratchett. And the really good news is that the game is being developed for release on CDi, as well as other platforms.

Work on the PC/CD-ROM version is nearing completion, so CDi Magazine decided it was time to pop down to south London and see what the TWG gang is up to.

Finding TWG's London office is easy. They live above the local bank in Norbury, so presumably they only have to pop downstairs if they want to borrow some cash! The company is headed by managing director Angela Sutherland and director Greg Barnett. Sutherland is the producer on the Discworld project and Barnett is in charge of directing and scriptwriting.

TWG began life about three years ago converting games for console platforms with clients such as Acclaim and Konami. The team then began developing some original titles, and decided to move into the development of more sophisticated games for high-end platforms.

"Discworld is our most ambitious project to date," says Barnett who, with Sutherland, has 12 years experience in the computer games industry. "We have had 30 people from Britain, the US and Australia working on it for about two and a half years. We wanted a flagship title, so we approached Terry Pratchett with the idea of licensing Discworld. Terry is a keen PC games player and had been approached by numerous companies who wanted to turn his novels into a game, but he turned them all down. We persevered, wrote a full script for the game and created some graphics, and eventually he agreed to let us have the licence to develop it."

Once agreement had been reached, work on the project began in earnest. TWG assembled a team of scriptwriters, animators, programmers and musicians to begin building the game.

"Terry Pratchett has created a fantasy world in his Discworld novels which is set on a disc on top of four elephants, which in turn sit on top of a giant turtle," explains Barnett. "It is a world of comic fantasy and we have basically licensed all the characters from him. Terry has maintained a keen interest in the development of the game. He has given us a free rein as long as we didn't break any of the rules of his world. He has also invented some characters for us."

So what is the game all about? Well, it's hard to explain in a few words, but here goes. The game is set in the town of Ankh-Morpark, the leading city in Discworld. A secret brotherhood is formed among the local trades people and they get together to conjure up a big dragon. Using the dragon's powers, they want to destroy all their competitors. Now it's a pretty big deal if a dragon appears in Discworld, so the population gets a little concerned. So along comes the chief wizard, Rincewind,

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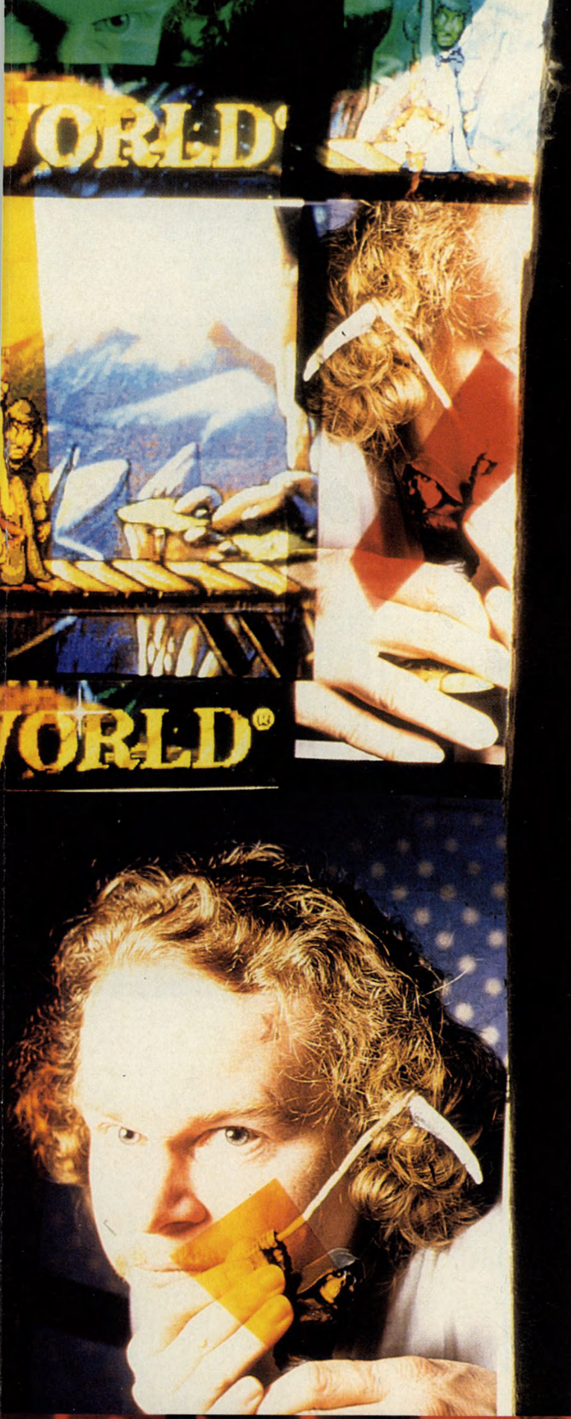
DISCW



whose task it is to figure out how to get rid of the dragon. His job is to uncover the brotherhood and then defeat the dragon. Simple stuff, you might think, but TWG reckons that there are around 100 hours of gameplay and enough plot-twists to keep anyone happy.

The game is scripted like a traditional film, with four acts. Most of the gameplay is puzzle-based, although there is some Rambo-style action as well, but I won't give *too* much away at this stage.

Simon Turner, the lead animator on the project, had the task of interpreting the characters in Pratchett's novels onto the screen, while Nick Pratt produced the background graphics. The use of animation means the game will fulfil one of the main criteria from Philips — that it must play on a base-case CDi system without the optional Digital Video cartridge. "Obviously, having the extra memory of the Digital Video cartridge would have helped," says Barnett, "but we still believe the CDi version will maintain the quality of the PC and Macintosh versions of the game."

When we saw work in progress, most of the graphics and animation had been completed, and the voiceovers and soundtrack were going through final testing before being added to the game. It is in the area of sound that TWG has really added some neat touches to the game. The company has recruited some hot talent to record the voiceovers for all the different characters. They include Eric Idle, of Monty Python fame, Jon Pertwee (aka Doctor Who), Tony Robinson (Baldrick in Black Adder), Kate Robbins (Spitting Image) and relative newcomer Rob Brydon.

It is a formidable team, with some of the actors taking multiple parts. We were lucky enough to hear some of the early recordings, and the results are terrific. "Eric Idle spent eight and a half hours in the studio in Los Angeles," says Barnett, "and spoke at least 20,000 words. Altogether we had 90 different voices taking up 2,000 Mb of digital information before compression!"

It is not just the voiceovers, however, which have got the royal treatment. Much attention has been paid to the music, scored by TWG's own Rob Lord, who has specially written the music for each scene. There are 80-100 fully scored "themes" which help create the atmosphere so essential to any game.

If all goes to plan, Discworld will be released on CDi during the second quarter of 1995.

credits

Producer:
Angela Sutherland
Directing and scriptwriting:
Greg Barnett (middle left)
Dialogue:
Paul Kidd
Lead animator:
Simon Turner (above)
Background artist/ animator:
Nick Pratt
Art manager:
Paul Mitchell (bottom left)
Programmer:
David Johnston (above left)
Music:
Rob Lord
Manchester office:
Mark Roll, John Young

Photography Mark Tynan

Movie fans are in for a treat this spring with a host of blockbusters coming out on CDi. BEN SOUTHWELL guides you through some of the hottest new releases

FRANCIS FORD COPPOLA
PRESENTS
Apocalypse Now
18
PHILIPS
VIDEO CD

APOCALYPSE NOW

The Vietnam war film to end all Vietnam war films, "Apocalypse Now" starts with "The End" by The Doors, and sinks into hell. It is quite simply, one of the best films about war ever made.

At times director Francis Coppola must have thought he was fighting a war of his own just to complete the film. Production was plagued by so many setbacks (including typhoons and a heart attack for lead actor Martin Sheen) that it became known as Apocalypse When. The result, however, is more than worth the struggle. It's an epic in every sense of the word.

The story of a covert military operation involving a journey up river into Cambodia to "terminate" the command of a US officer (played by Marlon Brando) who's gone off the deep end, is really rather secondary. "Apocalypse Now" is about the sheer lunacy of military might gone mad in surroundings that are both alien and hostile. At times overwhelming in its audacity, "Apocalypse Now" is a stunning assault on your eyes and ears and rightly won Oscars for best cinematography and sound.

It's full of memorable moments: from the helicopters playing Wagner as they attack (brilliant with CDi's digital sound), to Robert Duvall as a battle-hardened pro insisting his men make the most of the surf — even under fire.

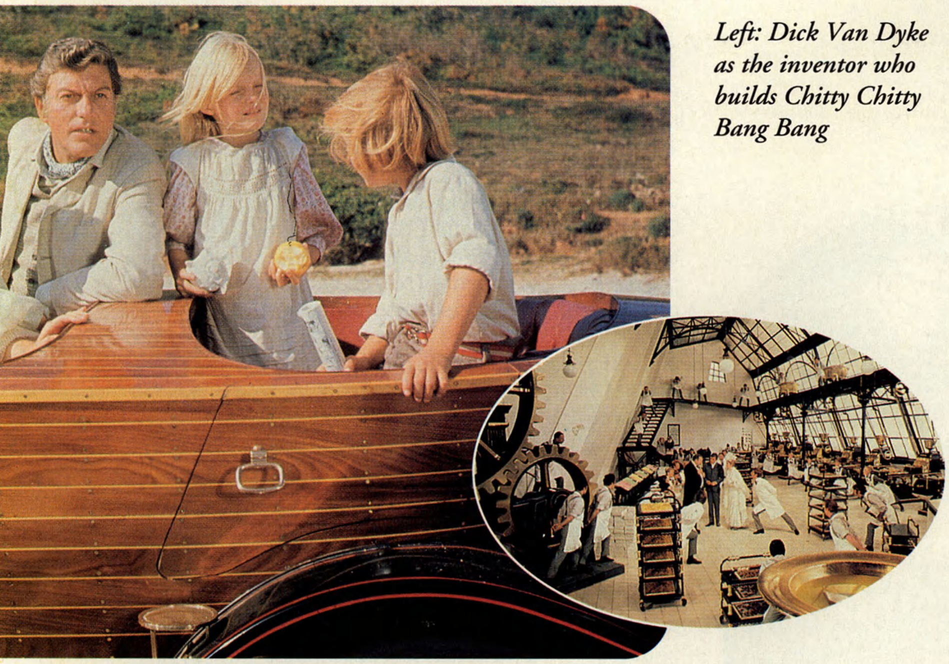
Unfortunately, the film becomes bogged down in the last third with too much confused philosophising. Coppola was reputedly unsure about how to finish the film and showed it as a work in progress at the Cannes film festival to get feedback.

It was a brave move, but the end is still muddled.

The rest of the film, however, more than makes up for this. It's a "must see". Watch out for early appearances by Harrison Ford and Larry Fishburne. Coppola himself appears as a TV director in the middle of a battle.

Rating: ☆☆☆☆☆
Encoding: no disc
Available: February
Cost: $24.98

The sound of Wagner playing as American helicopters launch an attack is stunning



Left: Dick Van Dyke as the inventor who builds Chitty Chitty Bang Bang

CHITTY CHITTY BANG BANG

This musical based on a book by Ian Fleming (author of the James Bond books) should have been a winner, but instead it's a confused mish-mash of ideas and styles.

Dick Van Dyke plays an inventor who can't quite ever build anything that actually works. Then one day he takes a beaten up old car and manages to give it very special powers indeed, so creating Chitty Chitty Bang Bang of the title. The children who own the car are, naturally enough, totally thrilled, particularly when car and inventor combine to help them overthrow a child hating government.

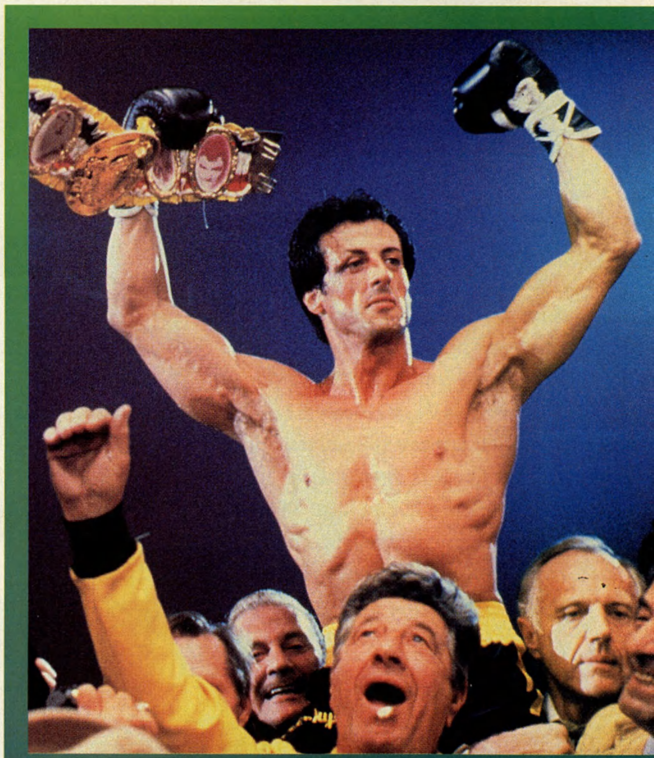
Some of the scenes are superb. The wicked and deceptive Child Catcher is still the stuff that nightmares are made of, and the title song was nominated for an Oscar. But too many of the the tunes fall flat, the special effects are terrible and the film doesn't know whether to be funny, scary or what. Watch out for comedian Benny Hill, but this is very mixed fare indeed.

Rating: ☆☆ Encoding: no disc Cost: $24.98 Available: February

MARRIED TO THE MOB

I don't care what you say, I just can't accept Michelle Pfeiffer as a brunette. So this film, where she plays the brown haired wife of a Mafia hitman, sets off on entirely the wrong foot for me. "Married to the Mob" is likeable enough - it's a farce showing Pfeiffer's efforts to "go straight" after the death of her husband. There's just one thing standing in her way. The local Mafia boss (Dean Stockwell, who deservedly received an Oscar nomination for his performance) has set his sights on her himself. The resulting shenanigans give Pfeiffer a chance to shine in what is a fairly challenging role. Her accent is especially memorable. It's all very off-the-wall, as you'd expect from director Jonathan Demme, and the soundtrack by David Byrne should sound wonderful on CDi.

Rating: ☆☆☆ Encoding: no disc Cost: $24.98 Available: March



ROCKY

"His whole life was a million to one shot!" screamed the advertising for "Rocky", and the same could be said for its star and creator, Sylvester Stallone.

Stallone is now one of Hollywood's most powerful people, but at the time he was a virtual unknown. He wrote this feelgood rags-to-riches story about a Philadelphian boxer and was so convinced it was his chance for fame that he stuck with it until he was given the green light to star in the picture.

The rest, as they say, is history. Three Oscars (including the prestigious Best Picture), six more nominations (Stallone was nominated as both Actor and Writer) and four (to date) sequels make "Rocky" one of the all-time box office hits.

It may be a tried and tested formula, it may have a B-Movie story, but it's still very watchable and totally likeable.

Rating: ☆☆☆☆☆
Encoding: no disc
Cost: $24.98
Available: March

LIVE AND LET DIE

Roger Moore's first stab at Bond was genuinely spooky at the time but now seems a bit pedestrian. Moore, who was obviously getting used to the role, was a more lightweight character than Connery and the quota of one liners and off-the-cuff gags seems to have been raised for "Live and Let Die" as a result.

The plot (Bond gets involved with an American drug baron who uses voodoo to terrify his people into obedience) is not among the best. There's the usual assortment of characters to keep things moving, although master villain Yaphet Kotto is upstaged by his voodoo sidekick and Jane Seymour is disappointing as the female lead. However, the speedboat chase that was amazing at the time is still fun to watch and there's enough to keep you interested. The dramatic title song by Paul McCartney was nominated for an Oscar.

Rating: ☆☆
Encoding: no disc
Cost: $24.98
Available: March

A VIEW TO A KILL

A View to a Kill may have a confused plot, a characterless villain and a poor female lead, but none of that can stop me liking it.

The producers of the Bond series went all out for the teen market with this film, hiring pop stars Duran Duran for the title song, and the extraordinary Grace Jones to play one of the villains. The resulting package has a real sense of fun about it, giving Roger Moore's last outing as Bond more than enough stunts, gadgets and spectacle to keep you entertained. Action scenes at the Eiffel Tower in Paris and the Golden Gate Bridge are particularly memorable.

In the acting stakes, Christopher Walken could have been excellent as the master villain intent on controlling the manufacture of silicon chips for the computer industry, but the script sadly gives him little scope for over-the-top evil. As far as glamour goes, ex-Charlie's Angel Tanya Roberts is totally upstaged by British actress Fiona Fulerton whose Russian spy exits the film far too early for my liking. Nevertheless, "A View to a Kill" remains a very watchable film, if for no other reason than that it's Lois Maxwell's last appearance as Miss Moneypenny. Surely a cinematic landmark.

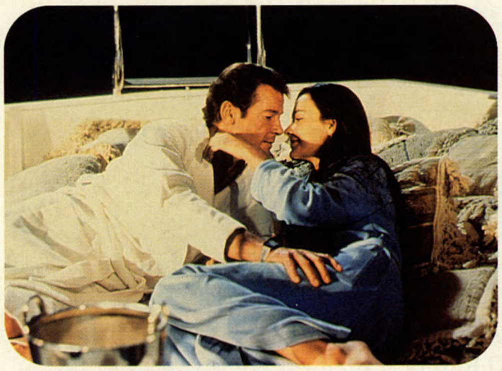
Rating: ☆☆☆ Encoding: no disc Cost: $24.98
Available: February

OCTOPUSSY

Octopussy is a return to the more recent Bond formula. The result is a film that is almost entirely a carnival-like cavalcade of set pieces. There is a plot, but motives and machinations are so involved as to be almost unintelligible. Once more there are two villains, this time involved in smuggling Tsarist treasures. But don't worry about plot, enjoy one of the best pre-titles sequences of any Bond film and more set pieces per minute than a Saturday morning serial. Louis Jourdan joins the list of actors wasted as a Bond villain, but Steven Berkoff ("Beverly Hills Cop") manages to upstage everyone with a portrait of villainy that is so far over-the-top it could qualify for one or more Olympic high jump records. Add to this tennis star Vijay Amritraj as one of Bond's assistants, and the return of Maud Adams (the only actress to play the female lead in two Bond films) and I think you get the idea that this film is packed full of everything except the kitchen sink.

Rating: ☆☆☆☆
Encoding: no disc
Cost: $24.98
Available: February

RATINGS:
☆=poor
☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent



FOR YOUR EYES ONLY

After the out-of-this-world adventures in "Moonraker", the Bond team decided to return to basics with "For Your Eyes Only", relying on story rather than spectacle for entertainment.

The film therefore combines two Ian Fleming short stories involving Bond in a mission to recover a top secret piece of surveillance equipment in the Mediterranean. Unfortunately, neither of the stories was particularly gripping in the first place and this combination left me cold. There seem to be two of everything; two stories, two rather grey villains (neither having very much to do) and two female leads (Roger Moore is even almost paternal towards one - I mean, this is JAMES BOND we're talking about here!). Bond fans have debated long and hard over whether this return to basics actually works. In my opinion, despite another Oscar nomination for the excellent title song, it's one of the least memorable of the series. It just seems very ironic that it's the first Bond film where the original author Ian Fleming doesn't even get a credit.

Rating: ☆☆
Encoding: no disc
Cost: $24.98
Available: March

QUIGLEY DOWN UNDER

Tom Selleck has been a huge star in television for years, but he's never quite matched that status in the movie theatre. This film from a script that was originally written for Steve McQueen in the 1970s was never a likely candidate to help him make the transition to big screen star.

In "Quigley Down Under" Selleck plays a gunslinger who travels to Australia to work for an evil land owner (played by the magnificent Alan Rickman of "Die Hard" and "Robin Hood Prince of Thieves" fame). Selleck takes an instant dislike to him, resulting in what is effectively an extended duel to the death.

Unfortunately, the story has too many lapses in tension for it to ever really get going, although Rickman is as watchable as ever and Selleck is also impressive. The real star however, is the beautifully shot Australian landscape. I just hope the encoding does justice to it.

Rating: ☆☆
Encoding: no disc
Cost: $24.98
Available: March

STAR TREK III
THE SEARCH FOR SPOCK

This is one of the more serious of the Star Trek films. Hardly surprising, really, when you consider that what's at stake is not just inter-planetary peace or the well-being of an alien race, but the very future of Mr Spock himself.

"The Search for Spock" picks up where Star Trek II left off. Kirk, in typically rebellious fashion, ignores orders and takes his beloved Enterprise and crew out into the Universe to look for their missing colleague, dealing with a rogue Klingon along the way.

Apparently Leonard Nimoy wasn't very keen on a third film as Spock and it was only the offer of a shot at directing that persuaded him to take part once more. He makes a good job of it here and has since gone on to become a very successful director numbering "Star Trek IV" and "Three Men and a Baby" among his other hits.

"The Search For Spock" may be a bit slow at times, but obviously it's an absolute must for Trekkies everywhere.

Rating: ☆☆☆
Encoding: no disc
Cost: $24.98
Available: now

Don't mess with me or I'll blow your brains out!

Terry Jones of Monty Python (left) receiving a CDi player from Maarten Hesselt of Daedalus Automation

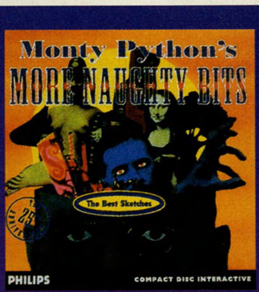
To celebrate the 25th anniversary of the hit TV series MONTY PYTHON'S FLYING CIRCUS, Philips is releasing two CDi titles featuring clips from the TV series and Monty Python's hit movies

MONTY PYTHON: MORE NAUGHTY BITS

This is truly classic British comedy. Remember the Dead Parrot Sketch, Black Knight or the quite revolting Fat Man in the restaurant? (I made the mistake of watching the latter while I was eating breakfast — not to be recommended!)

This disc will bring the memories flooding back, and the humour is as perfect now as it was then. The Python team, including the irrepressible John Cleese and Michael Palin, will have you in stitches. Some of the sketches have now become folklore, still mentioned in bar conversations and often mimicked. But you can't beat the originals. There is nothing particularly clever about this CDi version. It is simply 17 of the best Python sketches transferred to CD. There is a nice touch at the beginning during the opening sequence (I won't spoil it for you) and each sketch is accessed by simply clicking on the appropriate frame of a reel of film. To move the cursor, don't do what I did and push the joystick left or right, move it up or down. This seems a slightly unnatural movement in relation to the screen graphics, but you'll eventually get used to it.

Before long, you'll probably be repeating all the best lines to your friends and driving them nuts. You can pick from such classics as Merchant Banker, Argument Clinic, The Ministry of Silly Walks and Four Yorkshiremen.



MONTY PYTHON: MORE NAUGHTY BITS

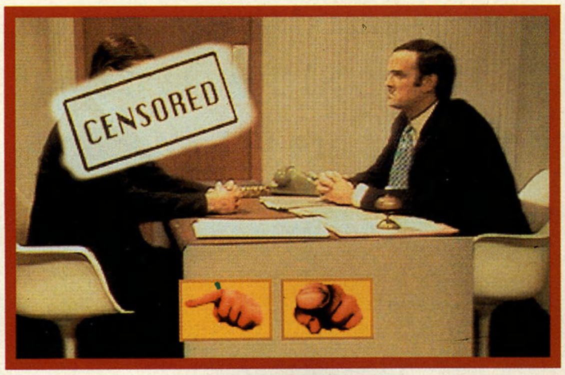
Track listing:

1 Black Knight
2 Trojan Rabbit
3 What Have the Romans Ever Done for Us?
4 Fat Man (Mr Creosote)
5 Four Yorkshiremen
6 Bwian
7 Nudge Nudge
8 Dirty Fork
9 Silly Job Interview
10 Dead Parrot
11 Killimanjaro
12 Ministry of Silly Walks
13 Spanish Inquisition
14 Dirty Hungarian Phrasebook
15 Argument Clinic
16 Merchant banker
17 Das Bayerisches Restaurant Stuck

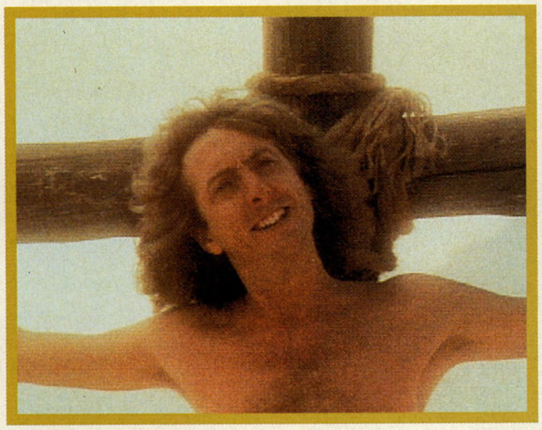
LIVE WITHOUT MONTY PYTHON

As part of Monty Python's 25th anniversary celebrations, here is a Video CD collection of 17 of the most famous Monty Python songs and lyrics. All songs can be played with or without the lyrics, which appear on screen. It includes Always Look On The Bright Side Of Life, the Lumberjack Song and Every Sperm Is Sacred. If you've forgotten the words to these classics, you will soon be driving your neighbours mad by singing along to them as they

Obviously, there is very little interactivity on this title, although a Monty Python game on CDi is in development (see below). But if you are a Python fan and want to add their material to your CDi collection, this will do nicely. Spotting the typically 1970s sets and fashion adds to the fun as well. As an added bonus, the disc comes with sub-titles in German, French and Dutch. Well, it could be useful, who knows? Some of the video quality is a little the worse for wear, but this appears to be down to the age of the originals rather than any particular problem with the MPEG encoding. My only other criticism is that the cut-off between tracks is rather abrupt.

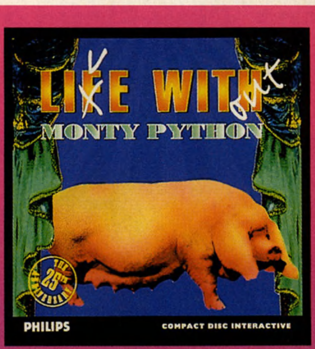


Rating: ☆☆☆☆
Encoding: good
Cost: $24.98
Available: February



appear on screen. The disc also includes two of the most famous Python sketches, the Argument Clinic and The Dead Parrot Sketch. These can be played with the voice of either of the two actors muted, enabling you to act that part yourself, karaoke style. Just don't be surprised if your friends start to complain when you constantly repeat the best lines every time you pop down to your local bar.

Rating: ☆☆☆
Encoding: good
Cost: $24.98
Available: February



LIVE WITHOUT MONTY PYTHON

Track Listing:

1 Always Look on the Bright Side of Life
2 Lumberjack Song
3 Every Sperm is Sacred
4 I've Got Two Legs
5 The Meaning of Life
6 Money Song
7 Bruce's Philosophers' Song
8 Accountancy Shanty
9 Camelot Song
10 Penis Song
11 Dennis Moore Theme
12 Sit on My Face
13 Galaxy Song
14 Never Be Rude To an Arab
15 Brian Song
16 Argument Clinic
17 Dead Parrot Sketch

RATINGS:
☆=poor
☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent

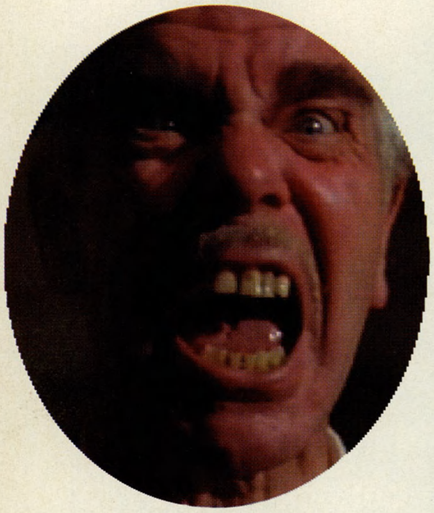
Both discs are produced by Daedalus CDi Productions

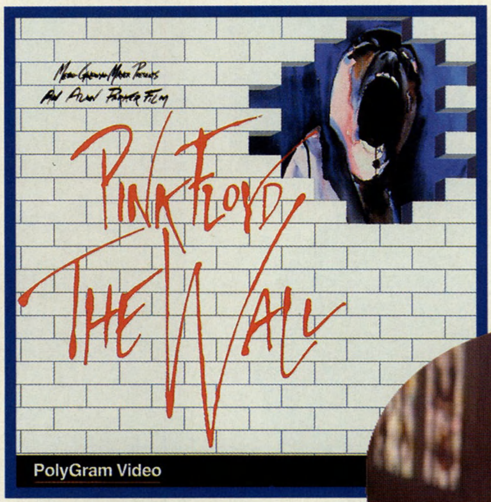
STOP PRESS!

INVASION FROM THE PLANET SKYRON

Daedalus CDi Productions, the software company behind the Monty Python discs, is developing an interactive game called Invasion From the Planet Skyron. Players control one of several Python "clans" in this outrageous adventure. Every 12 minutes the game is interrupted by a full motion video "commercial" or an original Terry Gilliam animation. Further details in our next issue.

Madonna, Pink Floyd and U2 have all released their work on Video CD in the UK. JASON ALESI and BEN SOUTHWELL bring you their verdicts. Please note these discs are PAL encoded





PINK FLOYD: THE WALL

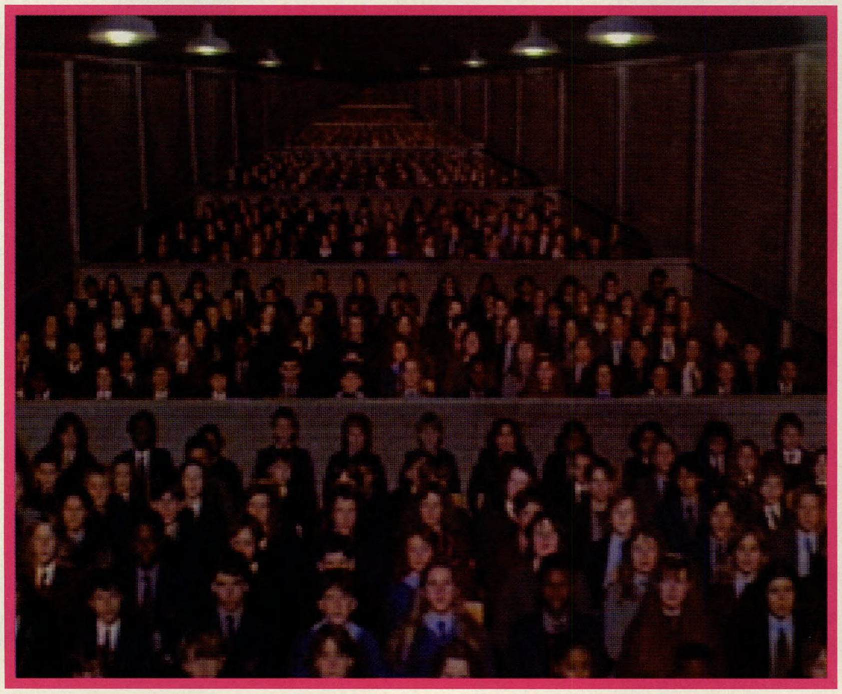
As rock films go, this is probably one of the defining ones. Not necessarily for all the right reasons, but Alan Parker's film version of the Floyd album can certainly be defined as a landmark.

First the good stuff: Gerald Scarfe's animation which is sandwiched in between the live action. This is truly stunning, Scarfe managing to pour all the bitterness of the album into his illustrations and adding even more of his own famous vitriol. Other reasons to buy it? Ah, there you've got me slightly.

The problem is that the album from which the film sprang is so deeply flawed that the visuals have to follow. For some people this could be the ultimate nightmare: what amounts to 95 minutes of music video. Parker tries his best with the source material, but most of the metaphors are clunkingly leaden-footed and so is the music. Floyd had by this time ceased being really a group and more a vehicle for Roger Waters to whinge.

JASON ALESI

Rating: ☆☆
Encoding: average

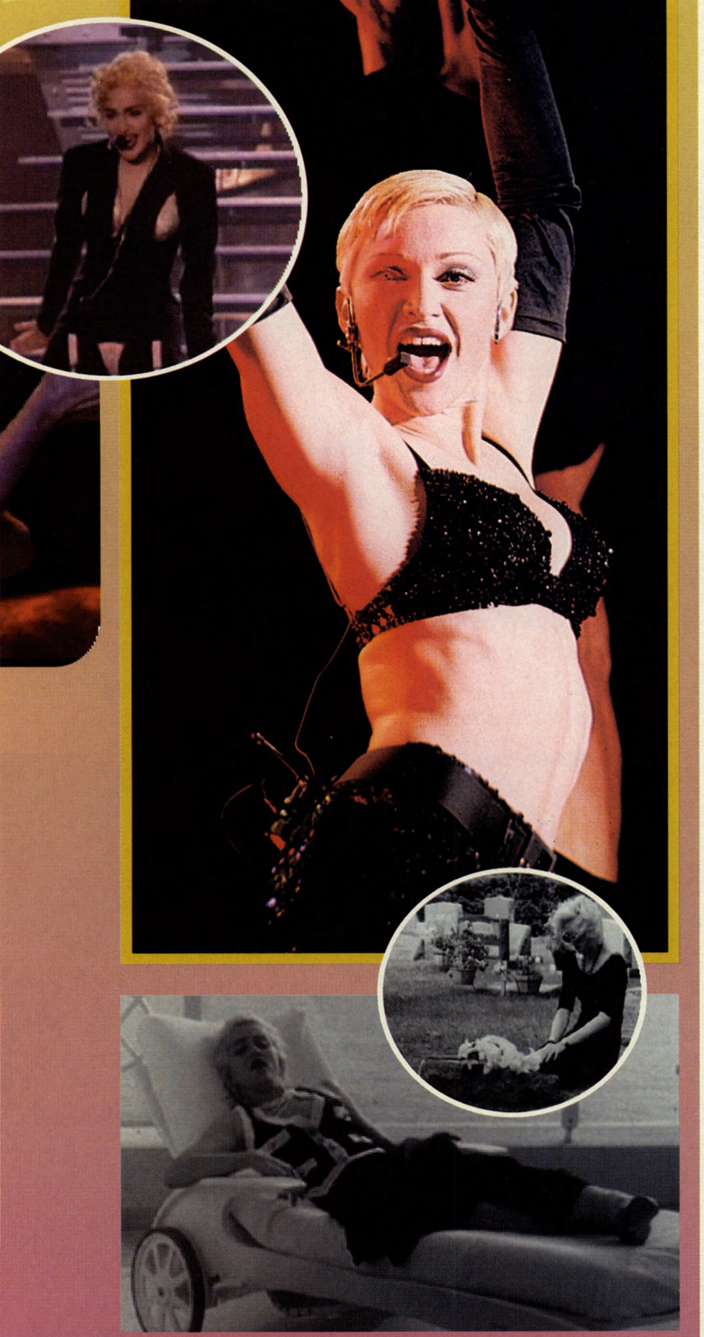


IN BED WITH MADONNA

This behind-the-scenes look at Madonna's 1990 world tour is an absorbing, exhilirating look at the material girl in action on and off stage.

Contrasting grainy black and white cinema verite for the behind-the-scenes footage with full colour and choreographed cameras for the stage shows, director Alex Keshishian captures the essence of life on the road with one of the world's biggest superstars.

While Keshishian had unprecedented backstage access, Madonna insisted on complete control over all the material. The result is as interesting for what she has chosen to let us see as what she has edited out. There are some very revealing moments with her father, as well as entertaining scenes showing Madonna and her then current flame Warren Beatty.



It is put together with wit and intelligence, but it's the use of exciting concert footage to break up these private moments that keeps the film moving. Swooping cameras and multiple angles have captured the thrill of an excellent entertainer on top form.

Madonna certainly knows how to put on a show and it's all here: the sets, the costumes, the dancing and of course the music. Add to that the excellent sound quality of CDi, and you have a "must buy" disc.

BEN SOUTHWELL

Rating: ☆☆☆☆
Encoding: good

RATINGS:
☆=poor ☆☆=average
☆☆☆=good ☆☆☆☆=very good
☆☆☆☆☆=excellent
PLEASE NOTE: these titles are PAL encoded and are only available from Philips Media, UK (011 44 71 911 3081/3091). They will play on an NTSC CDi player fitted with a Digital Video cartridge

U2: RATTLE AND HUM

This is a complete classic of the genre. Before Rattle and Hum came along, gig films were slightly on the uninspiring side, to say the least: the band plays its greatest hits selection, the crowd goes mental, the camera swoops about a bit, then run end credits. Not exactly the stuff of legends.

U2 approached the whole exercise differently. They went out and made a film. That it should have been U2 that stretched the envelope shouldn't be much of a surprise. After the Joshua Tree came out, they were basically in a position to do what they wanted and hang the consequences. And the band has always had a healthy interest in the visual side of its work as seen latterly with the Zoo TV tours or the marvellous Numb video. Admittedly, the latest elements of multimedia parody have started going over the top, but back in the days of Rattle and Hum, everything balanced perfectly.

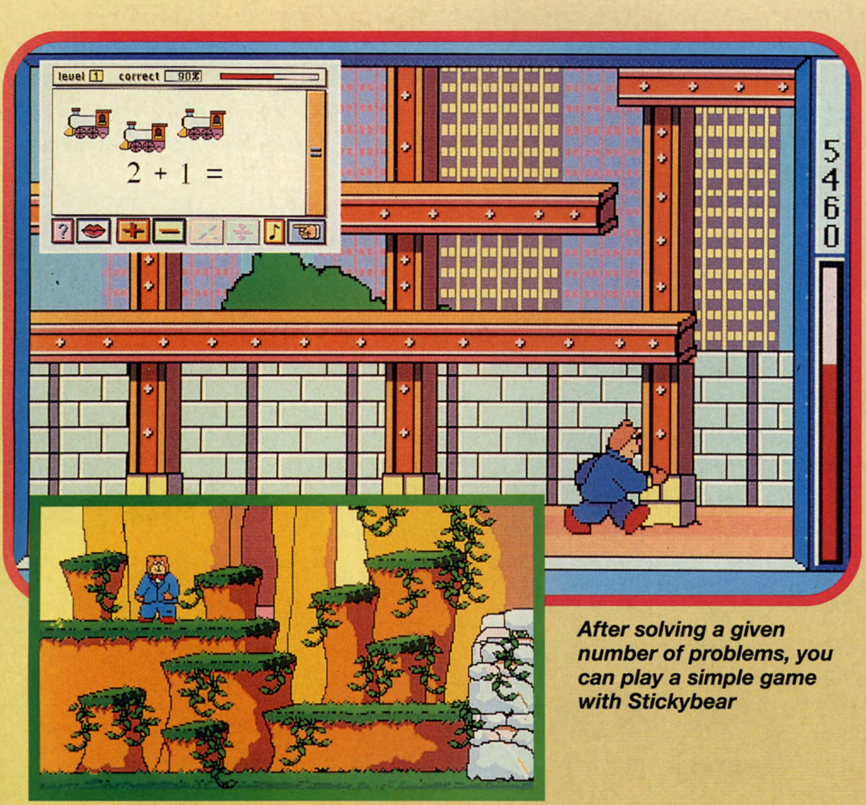
The second disc in this set is more conventional, a straight live performance, albeit superbly filmed and edited. But it's disc one that you want to pay your money for. Filmed in black and white, it is a beautifully shot rockumentary of the band's travels across America featuring some of the best music they've recorded.

A lot of this has now entered into rock myth, but it's worth savouring again the gospel choir on Angel of Forum, B B King's contribution to When Love Comes to Town and the infamous "Rock and Roll Stops the Traffic" graffiti incident during a live All Along the Watchtower. As music discs go, they really don't come much better than this.

JASON ALESI

Rating: ☆☆☆☆
Encoding: average

Kids can learn to spell, improve their math, sing along with Shari Lewis or colour in their own cartoon adventures with the latest children's CDi software



After solving a given number of problems, you can play a simple game with Stickybear

STICKYBEAR MATH

Ever thought math was boring? Well, here is the perfect way to help young children improve their mathematical skills.

Stickybear Math introduces you to the loveable Stickybear characters who take you on a mathematical voyage of discovery. There are math problems to solve and games to play.

The disc works in a very simple way. There are six levels to choose from. Level one involves addition and subtraction, level two addition, subtraction and multiplication and levels three to six addition, subtraction, multiplication and division.

All you have to do is solve each mathematical problem correctly. After solving a given number of problems, you can play a simple game with Stickybear. If at any point you want to delete a particular type of question, such as multiplication, just click on the appropriate icon on the screen. The sound can be switched off to help you concentrate, and there is the option of commentary in English or Spanish.

Produced by Optimum Resource

RATINGS

Graphics: 85%

Sound: 88%

Interactivity: 90%

Overall: 88%

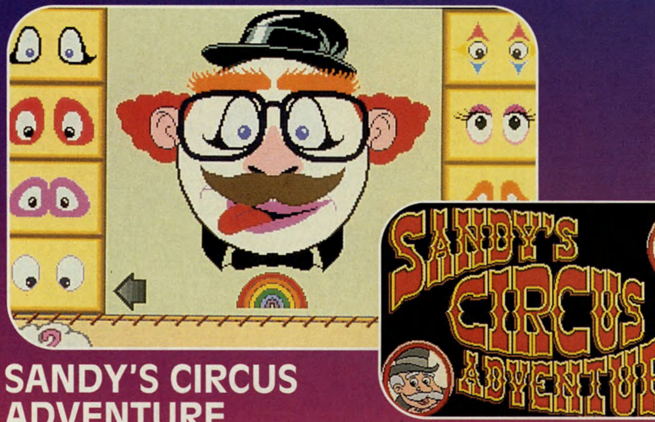
Cost: $29.98 *Out: Now*

LAMB CHOPS PLAY ALONG (DV)

For those of us of a certain age, this is classic children's TV. Who can forget the loveable character of Lamb Chop, created by the renowned children's entertainer Shari Lewis?

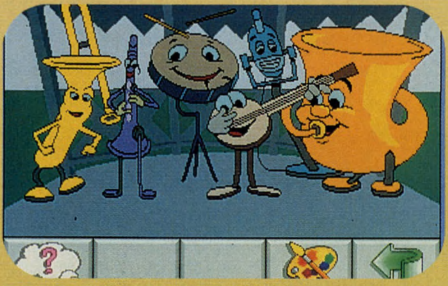
Kids will love singing along to the action songs from Shari's hit PBS television show.

Whether it's Little Bunny Foo Foo, Baby Makes Three or My Name is Flo, you can sing along to the song and join in the action



SANDY'S CIRCUS ADVENTURE

Sandy, the cuddly sea lion, has set out to explore the circus and your child is invited along. Together they can explore all the excitement, fun and adventure of the Big Top. They can romp with the clowns, get shot out of a cannon, disappear in a magician's hat or play with jugglers. As this is CDi, the choice is their's. As they listen to the story, children can decide what Sandy should do next. Should Sandy visit the clowns or the animals?



CARTOON JUKEBOX

Some of the older CDi titles are still great fun to play with, and Cartoon Jukebox is no exception. It is based around popular kids' tunes such as Old Macdonald Had a Farm, Mary Had a Little Lamb, Row, Row, Row Your Boat and the Alphabet Song.

Each song is illustrated with original animation and the viewer can listen to the song, watch the animation or play some games. The really clever part is that you can colour in the animations

too. There are 13 songs to choose from, and the simplicity of using CDi means that you can select your favourite tracks whenever you want. This disc will keep kids entertained for hours.

Produced by A&M Video

RATINGS

Graphics: 95%
Sound: 90%
Interactivity: 80%
Overall: 90%
Cost: $14.98 **Out: Now**

Should he play with the sea lions or see what is in the magician's hat? Let your child decide.
For further fun, children can paint a number of different scenes with their own colours and then see them animate. And there are simple games to play, too, such as making up funny faces or matching the various parts of different animals or characters so they make a complete picture.
Produced by Philips SideWalk Studio

RATINGS

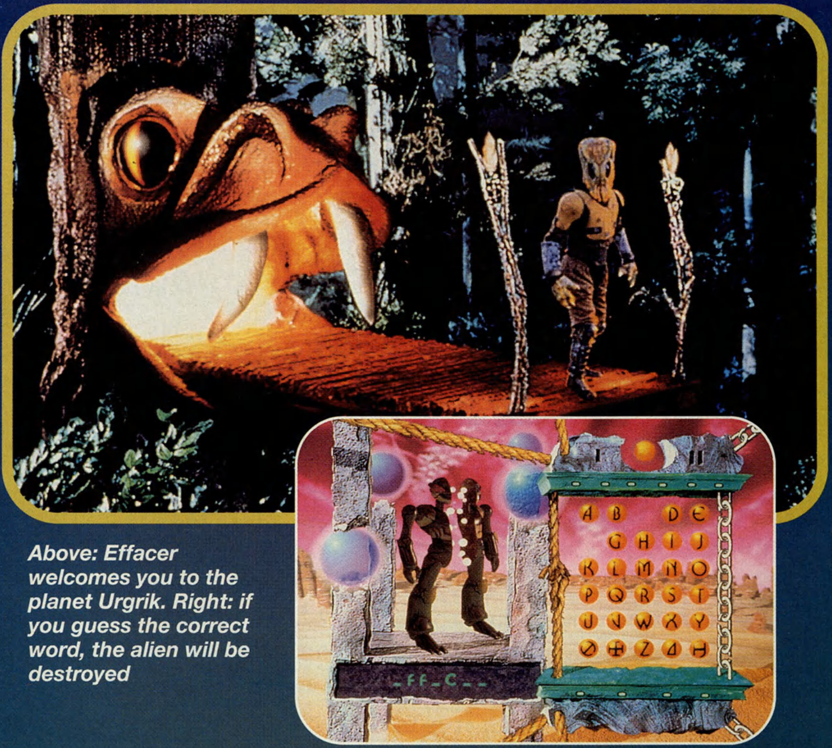
Graphics: 85%
Sound: 88%
Interactivity: 90%
Overall: 88%
Cost: $29.98 **Out: Now**

RATINGS

Graphics: 85%
Sound: 88%
Interactivity: 90%
Overall: 88%
Cost: $29.98 **Out: Now**

yourself, and then watch the cartoon play in your chosen colours. Neat, eh?
There are ten songs on the disc and 50 pages to colour. You can even listen to De Colores in Spanish, French and a surprise language too!

Produced by Philips SideWalk Studio



Above: Effacer welcomes you to the planet Urgrik. Right: if you guess the correct word, the alien will be destroyed

EFFACER

This is the classic word game Hangman developed especially for CDi. Effacer welcomes you to the wasteland of Urgrik, where you have to spell, decipher word puzzles and master definitions. But beware of the aliens! They mix verb tenses, misplace modifiers, use double negatives and attempt too many puns. They are ugly too!

Effacer is a one or two player game. Engage Effacer for the one player option, or Human for the two-player game. There are five difficulty levels to choose from and you can vary the time you have to solve each puzzle, from five seconds to one minute. You have to spell the hidden word by guessing the correct letters. Each player has at least four turns per game.

Each time you select a correct letter, the criminal you are up against will be "zapped" with an electric current. If you discover the hidden word, the alien is destroyed. You can even find out more about each criminal's particular problem - whether he is a bad speller, uses too many puns or tends to make grammatical errors. There are 40,000 words on the disc and the more you play the more addictive it becomes. An ideal way to help improve a child's vocabulary.

RATINGS

Graphics: 89%
Sound: 88%
Interactivity: 95%
Overall: 90%
Cost: $29.98 **Out: Now**

Produced by CapDisc

COMPRESS FOR ACTION

Gasp! at our explanation of data compression. Gulp! when we spell out those MPEGs. Swoon! as TIM FROST discusses how Digital Video works...

MPEG, the encoding system used for putting film onto CDi discs, makes the impossible possible. First it manages to turn film into Digital Video, then it throws away 99 per cent of the digital signal and still produces video quality that matches the best that VHS can ever achieve.

When you turn film into Digital Video, you end up with a stream of electronic computer bits (ones and zeros) that spew out at the rate of 160 million per second. To get this onto CD means zapping enough of those bits out of the system to bring the numbers down to only 1.2 million every second - the rate that CD reads digital audio.

To develop a system of video data reduction was beyond the capability of any one company, so an international committee of specialists in moving pictures and sound was assembled, called the Moving Pictures Expert Group (MPEG). The MPEG committee involved 200 people from all areas - TV companies to computer games publishers - and devised an internationally agreed standard in 18 months.

SO HOW'S IT DONE?

MPEG isn't one process. It's several, all strung together to create that enormous 99 per cent reduction in data rate. A lot of the techniques use some complex math which we will ignore as it all gets very complicated.

Instead, we will go through the whole process as though you were on a bit of film being turned into Digital Video.

First you are run through a special projector system with a built-in camera which transfers each of your frames onto a broadcast-quality Digital Video recorder. Now in tape form, you are fed into the MPEG encoder which is a high-powered computer with some extra image-grabbing hardware.

The system first reduces your broadcast-quality images to a more basic video quality, around S-VHS level, slimming you down by some 80 per cent but still making you look good on TV.

In the computer, your images are processed in two entirely separate ways. First each frame is looked at as though it were a single still picture. The system breaks your single picture down into small squares, each one eight pixels square (a pixel is the smallest single dot that the screen can display).

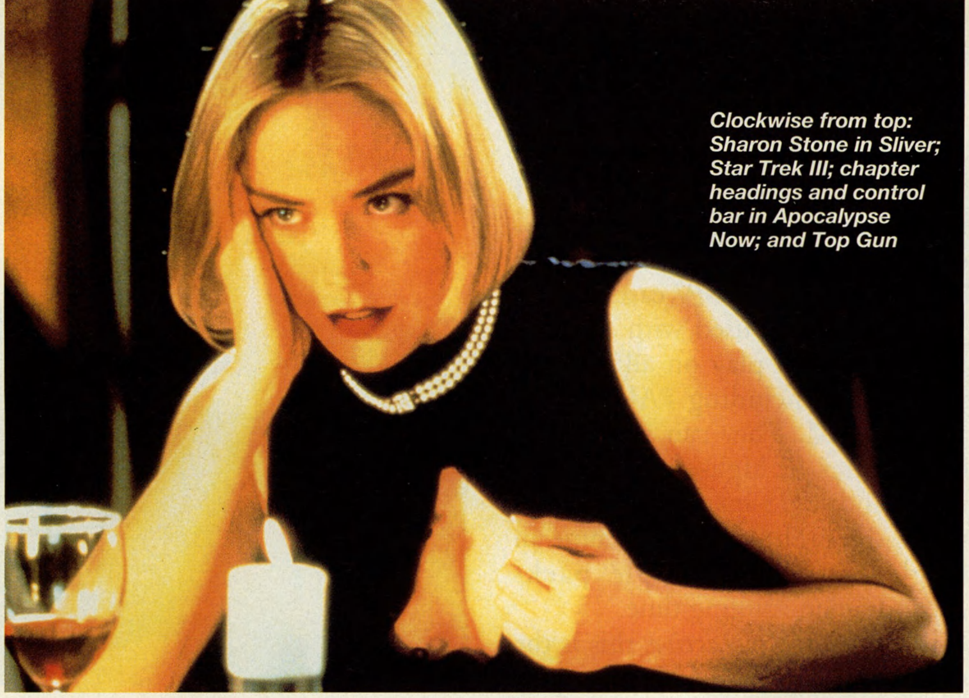
If the computer wrote down the colour and position of every dot in that square it would take up a lot of space. Instead, MPEG looks at the differences between pixels in the square. If it is a square covering a tiny part of your blue jacket, all the pixels may be exactly the same blue. The information then passed on about that square effectively describes the blue and says there are no other differences in that square. That takes just a few bits of data, compared with describing every individual pixel.

After that, MPEG starts looking at each of your frames in turn and compares little squares between frames. If you are not moving much, many of your squares remain the same from frame to frame and the MPEG encoder just sends a simple repeat instruction. Even if you are moving, many squares will remain the same but just change position. MPEG hunts those out and sends off a short instruction that says "repeat the square but move it a bit" - which takes a lot less computer data.

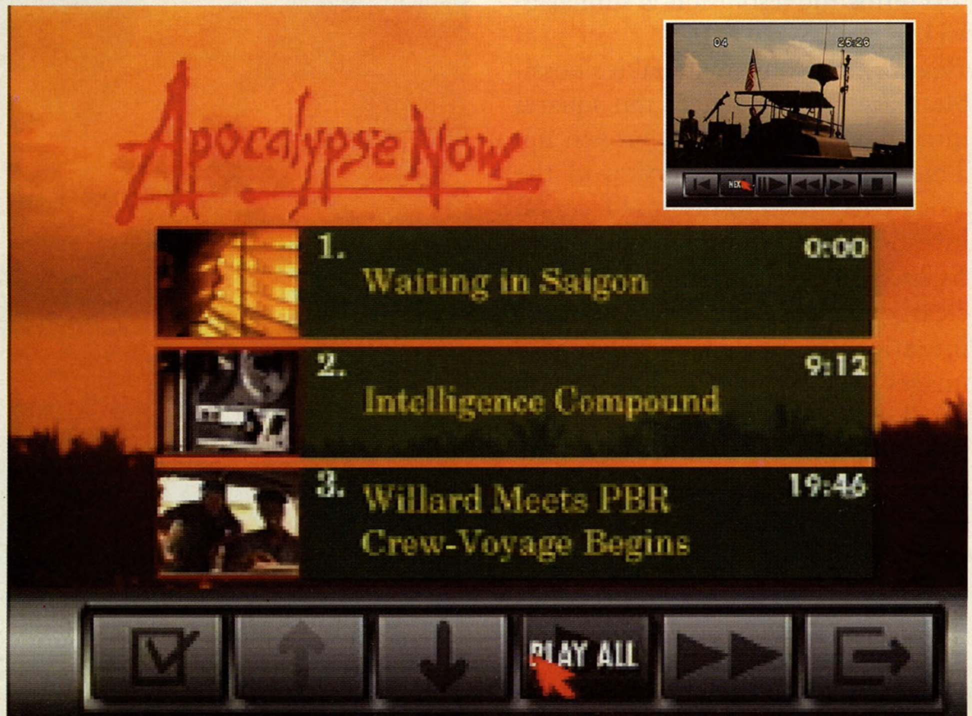
The system works impeccably until there is a lot of detail (in other words, until few squares are of just one colour) combined with a lot of movement (there are too many instructions to say what's moving where). At this point the system can run out of processing power and you have to make compromises.

One option is to soften you up a bit and make those edges less hard. Fewer hard edges means less variation within squares, and the single-image encoding becomes more effective. The other choice is intentionally to even out some of the data differences in each square. Your details are slightly less accurately described, but this does save on data. This means the squares now only approximate to your original look, and it becomes just possible to detect where one square stops and the next one starts.

The tricks that Philips and the film companies like Paramount are learning fast are how to transfer the



Clockwise from top: Sharon Stone in Sliver; Star Trek III; chapter headings and control bar in Apocalypse Now; and Top Gun


Apocalypse Now
04
25:26
1. Waiting in Saigon 0:00
2. Intelligence Compound 9:12
3. Willard Meets PBR Crew-Voyage Begins 19:46
PLAY ALL

THOSE MPEGs EXPLAINED IN FULL

What the Motion Picture Expert Group acronyms mean:

When we talk about MPEG for Digital Video, we are talking about only one of several MPEG standards that are being developed. CDi and Digital Video use MPEG 1, which is the first standard to be internationally agreed.

MPEG 1

This is the system designed primarily for computer images, rather than TV use. A computer system uses 288 lines to build up each full picture. For film, each frame is scanned twice and the 24 pairs of pictures are sent off to the computer or TV screen. The sound system uses a stereo format almost identical to that used on Philips's DCC digital compact cassette. This can still produce surround sound as the stereo signal carries the Dolby Surround matrixed information.

MPEG 2

As MPEG 1 developed, broadcasters realised that they would like a version developed primarily for TV work. The picture on your TV is made up of 576 picture lines, twice as many as the picture on a computer screen. TV transmits the odd lines (1,3,5...575) first, and then one fiftieth of a second later the even lines (2,4,6...576). When these are "interlaced" in between the odd lines, your eyes see the two sets as one complete image. This interlaced format needs slightly different ways of encoding the data. Broadcasters also want more than two audio channels, so the MPEG 2 spec includes six channels of discrete digital audio.

MPEG 3

MPEG 3 doesn't exist. It was going to be the standard for high-definition TV, but work on MPEG 2 is going so well that HDTV is now part of that specification.

MPEG 4

MPEG 4 is going to be the standard for getting pictures onto things like ordinary telephone lines or computer floppy discs. It is just coming under development now, and could lead to mobile video phones by the end of the century.

film to Digital Video so that when these compromises are made, they can't actually be seen.

That's where big improvements have been made over the last year. Early Top Gun clips were pretty dire. Now they're getting the hang of it, the finished production versions overtake VHS and move towards LaserDisc quality.

WHAT IS DIGITAL VIDEO?

Are you completely baffled by the plethora of terms banded around in the wonderful new world of multimedia? Full Motion Video, Digital Video, Video CD and CD Interactive, to name but a few. What do they all mean?

Full Motion Video: the generic term used to describe the process of digitally encoding full-screen video onto a standard 5 inch compact disc. The technique used is MPEG encoding. MPEG stands for the Motion Pictures Expert Group, an international body set up to set a standard for digitally encoding film and video on CD.

Digital Video: Philips's own version of FMV. Early films and music videos released by Philips on the Digital Video (Green Book) format play on a CDi player with DV cartridge, an Amiga CD32 with FMV cartridge and a PC fitted with the ReelMagic MPEG board. The latest films are encoded to the Video CD format (see below) which makes them compatible with a much wider range of platforms. Each disc contains up to 74 minutes of film or video. This means most films are played on two discs.

Video CD: the Video CD (White Book) standard has been formally agreed by a group of top electronics companies including Philips, Matsushita, Sony, GoldStar, JVC and Commodore.

Any Video CD disc will play back on a Philips CDi player with DV cartridge, Amiga CD32 with FMV cartridge and 386 PCs and Apple Macintosh computers equipped with CD-ROM XA drives and special MPEG video playback boards. They will also run on dedicated Video CD players (a number of manufacturers are expected to introduce these later this year) and the 3DO system with FMV cartridge.

Video CD discs used with the correct player will play on all TV sets worldwide, including PAL, NTSC and SECAM. They can store up to 65 minutes of high-quality digital audio and VHS-quality video on a single disc. The discs will come in single, double or triple packs depending on running time.

Compact Disc Interactive: this is the system developed by Philips to play games, films and music videos on all CDi players (fitted with a DV cartridge where necessary). The system will play all CDi discs, Photo-CD discs, Video CDs and standard audio CD discs when the player is connected to a hi-fi system.

Photo CD: a system developed by Philips and Kodak which puts up to 100 high quality photographic images on a CD and lets you watch them through a TV. You can have a standard 35mm photographic film transferred to a Photo CD disc at selected high street developers.

THE ARTEFACTS OF LIFE

A full explanation of all those Digital Video wrinkles.

Line structure: the MPEG 1 picture is made up of fewer lines, so on large screens and projection TVs the line structure is a bit more evident. In real terms the resolution is similar to VHS.

Blocking: on some material it's possible marginally to detect the squares into which the picture is broken up. This is a very subtle version of the block effect used to disguise faces on investigative TV programmes.

Softness: lines in particular are not so clearly marked out. The picture is intentionally "softened" when film images carrying a lot of fast-moving detail are transferred to DV.

Blocking and softness are not normally present in the DV picture; they occur only when the images that are being processed contain a

Left, clockwise from top; screen shots from The Firm, Dr No, Raging Bull and You Only Live Twice. Below: the Philips Digital Video cartridge, which makes playback of movies on CD possible

Insert this side up
CD-i
Digital Video Cartridge
COMPACT disc
For PhilipsCD-I Players
PHILIPS
Digital video cartridge for Philips CD-I players

huge amount of detail and are changing rapidly - pushing the MPEG 1 encoding system to its limits. This only happens for a very small part of the time.

Judder: moving objects on the screen seem to jump forward a little every now and then. Not strictly an MPEG 1 problem, this is seen only on Digital Video titles made for the US market, where pictures are encoded at 24 times a second.

WHAT'S WRONG WITH VHS?

VHS suffers from its own roster of problems, which include chroma shift, head and tape wear, tracking problems, noise and dropouts, tape damage, variable duplication and lower resolution.

Once Digital Video disc and hardware production is in full swing, and everyone has worked out how to get the best out of the format, it will compare pretty closely to S-VHS on a good day and miles ahead of VHS when that is having a bad day. VHS's one overriding advantage, however, is that you can record on it.

CONTROLS

Pressing an action button on the remote control or Touchpad brings up a control panel on screen reminiscent of a tape deck or VCR control panel. This provides access to the play all, fast forward, fast reverse, freeze frame, variable slow motion and stop icons.

The main menu provides a series of "chapter" headings which divides the film into sections. By clicking on any section, the disc will immediately jump to that part of the film.

This is a particularly neat feature which means you don't have to spend hours rewinding or fast-forwarding to find your favourite scene.

WHAT'S COMING NEXT?

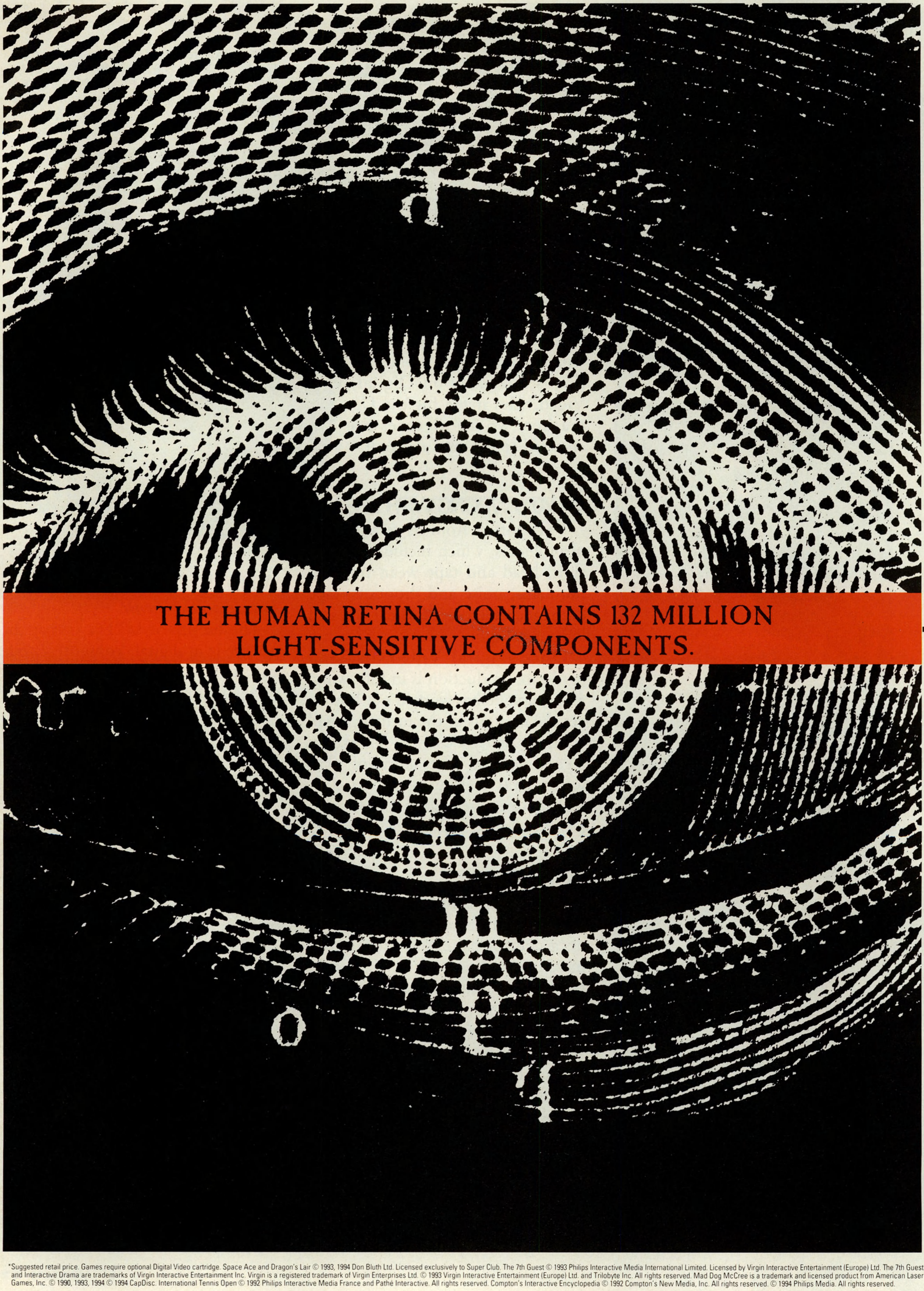
Future developments

The beauty of MPEG is that the picture is in digital "computer" code and it is possible to do all sorts of clever things with it. As the basic MPEG decoding deals with so much of the hard work, the cost of adding new tricks onto a DV player won't be that great.

Several improvements could be added to deluxe players in the future. Line-doubling, which creates new lines to fit between the 288 lines of the MPEG 1 image, would increase the resolution of the picture on large screens.

Real picture sharpening and enhancing is another possibility; so is adding in all sorts of video effects and colour changes.

Useful gizmos that will gain a foothold in the market will be the ability to zoom and create pictures-within-pictures. This last option will let programme makers show several views of a single event - say a football match with the conventional "chase the ball" coverage on the main screen, but with inserts from cameras behind the net and covering the full pitch.


THE HUMAN RETINA CONTAINS 132 MILLION LIGHT-SENSITIVE COMPONENTS.

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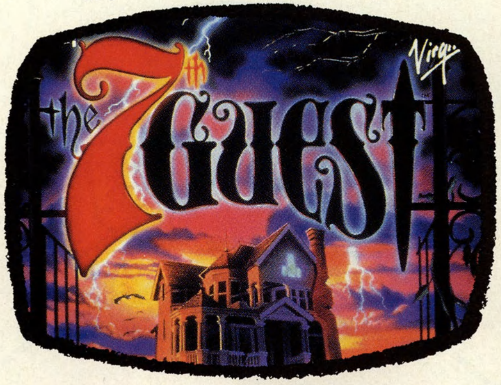
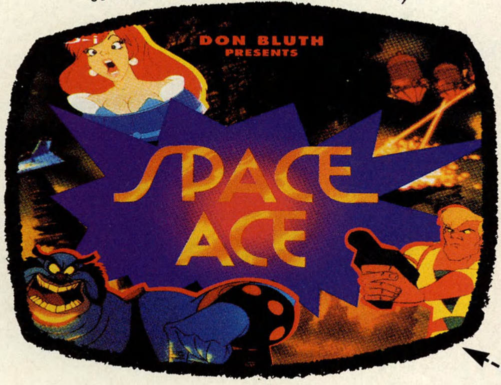
The 7th Guest

"This gorgeous game marks a new standard…beautifully rendered computer images, with tons of live-action video thrown in, heighten the ghastly game play." *Gamepro*


the 7th Guest
Virgin

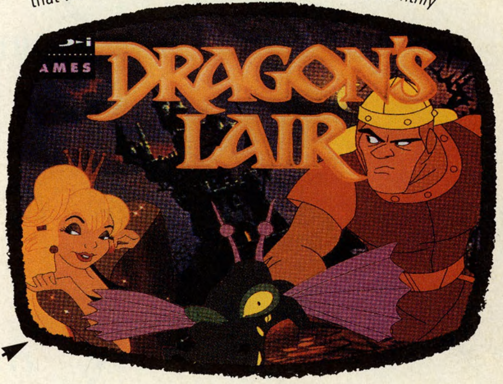
Space Ace

"Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great." *Electronic Gaming Monthly*


DON BLUTH PRESENTS
SPACE ACE

Dragon's Lair

"The Sega CD version suffers from lack of control and grainy graphics. The 3DO graphics…and sound just can't match up to the incredible job that was done on the CD-i." *Electronic Gaming Monthly*


AMES
DRAGON'S LAIR

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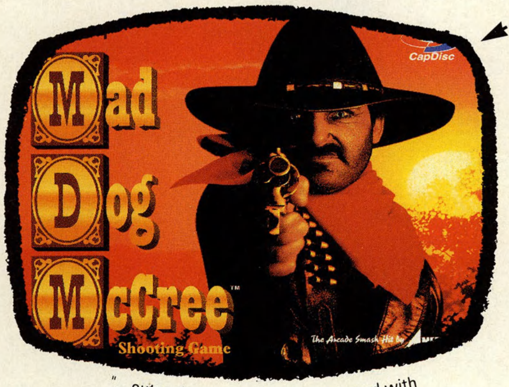
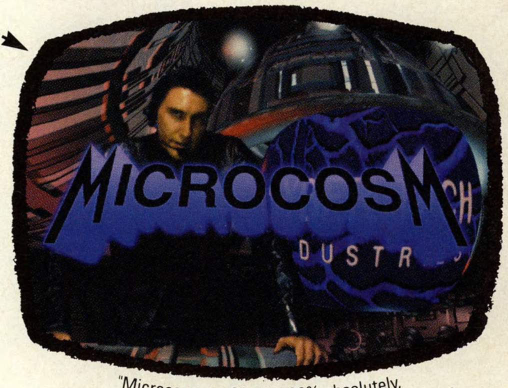

CapDisc
Mad Dog McCree
Shooting Game
The Arcade Smash Hit by

"…outperforms all others…packaged with a quality light gun, the CD-i version allows faster aiming, immediate response…instantaneous cuts…" *Electronic Games*

Mad Dog McCree


MICROCOSM
DUSTR

"Microcosm on CD-i is 100% absolutely, positively the best version period. It puts all other game systems to shame…excellent sci-fi adventure." *Video Games*

Microcosm

So, you've already played these games on other formats. Good. Then you'll be the first to appreciate the full-on sonic and visual overhaul CD-i has made on them. Remember the blurry, pixilated graphics? The dime-store sound effects? Well it wasn't your vision and hearing that sucked. We've replaced them with razor-sharp video and digitally crisp audio. And those with quicker reflexes than the average 80-year-old will dig the faster response time. But we've bent your ear long enough. Experience the classics on CD-i for yourself. After all, you've got 132 million photoreceptors leaning dangerously towards the snooze button.

TENNIS
COMPTON'S INTERACTIVE ENCYCLOPEDIA

Magnavox 450 CD-i player
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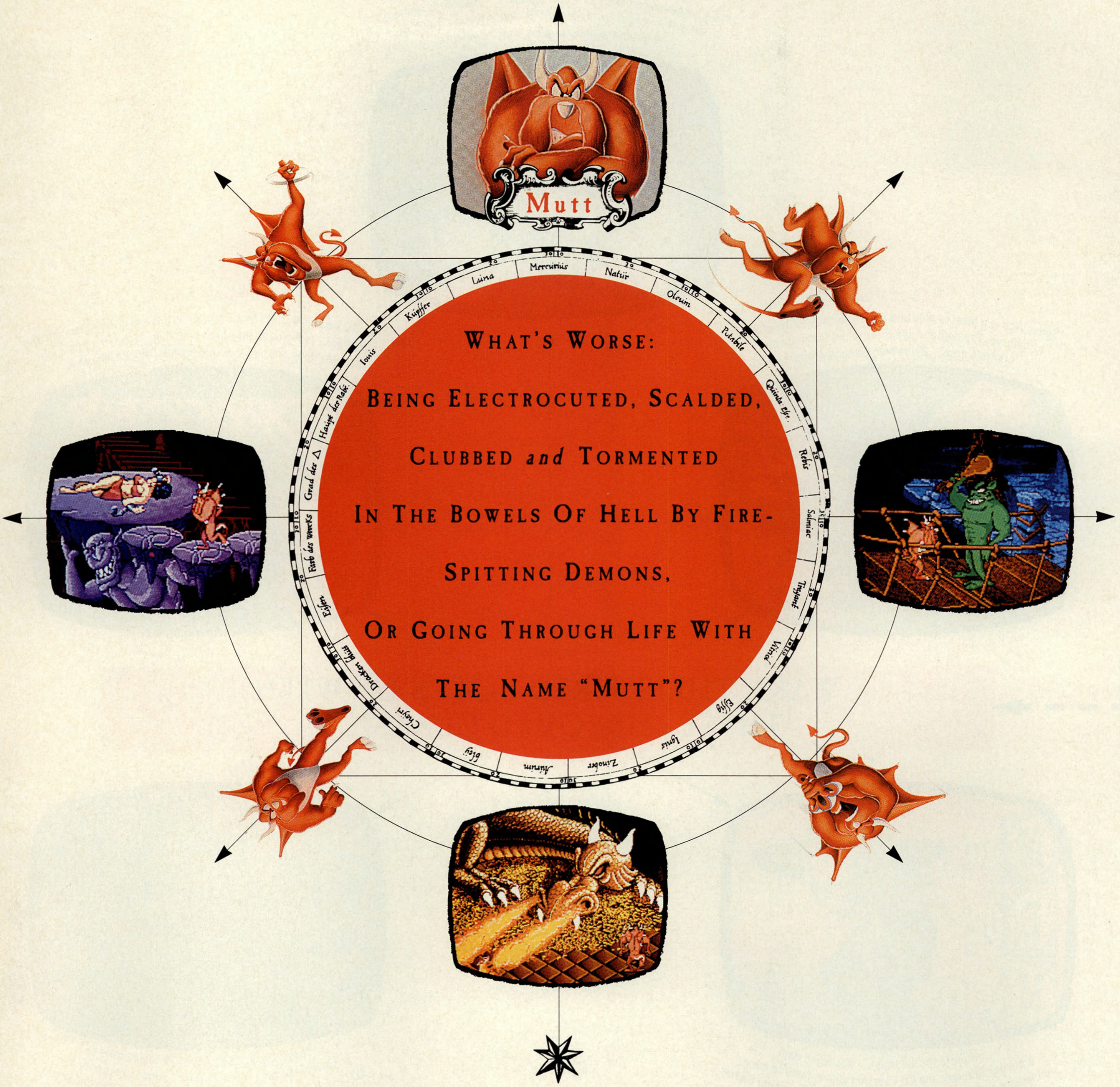

WHAT'S WORSE: BEING ELECTROCUTED, SCALDED, CLUBBED *and* TORMENTED IN THE BOWELS OF HELL BY FIRE-SPITTING DEMONS, OR GOING THROUGH LIFE WITH THE NAME "MUTT"?

Litil Divil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Litil Divil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

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CD-i

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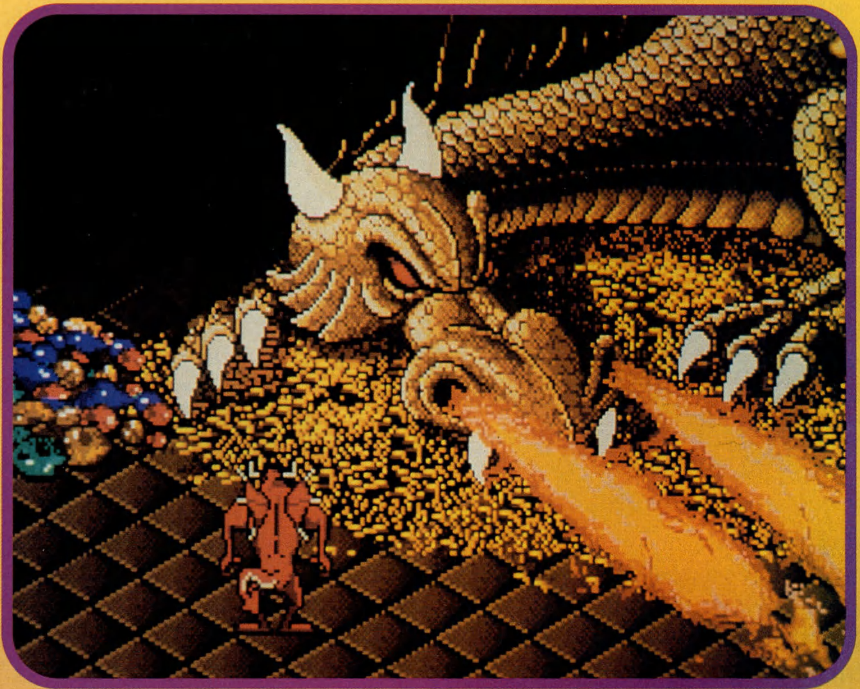
Optional Digital Video Cartridge required for CD-i. Litil Divil™ © 1993 Gremlin Graphics Software Limited. We apologize to anyone whose name actually is Mutt or, for that matter, any fire-spitting demons we may have offended. © 1994 Philips Media. All rights reserved.

STEVE HAYES and DARREN HEDGES begin our three-part guide to Litil Divil

Litil Divil

PLAYER'S GUIDE



LEVEL 1:

1) You walk towards the bridge. A green bridge guardian armed with a club attacks you. Press an action button and move the joystick to the south east. Hit the guardian five times. The guardian will disappear into the gorge. Continue and enter the tunnel.

2) Continue. Pass the crossing. Don't step on the electrical bolt on the floor near the torches or you will be electrified. A wall blocks your passage. Turn to the right. Turn to the right again. Take the gold on the floor, walk across the gap (press button 2 and continue). Take the new gold pieces and eat the apples (provided you have already lost some memory).

3) Return to the crossing near the entrance of the tunnel. Move to the right. Place yourself in front of the door and and press button 1. You enter the Goodies Room. Here you find spider spray (2,966 coins), a bucket (10 coins), a needle (1,099 coins) and a sickle (3,456 coins). Buy spider spray and the bucket and leave the room.

4) Pass the crossing and open the door of the room in front of the Goodies Room. You enter the Spider Room. A big spider spews out little spiders which try to weave a web around you. Use the spray you have just bought to kill the giant spider before the web is finished. Move close to the spider and press button 2 to spray (the spider should flash). Use button 1 to squash the little spiders with your feet. You must then press button 2 as fast as possible and neglect the little spiders. Once you have sprayed the spider 16 times, it explodes. Pick up the torch it leaves behind. You leave the room. The room disappears and energy is restored. (This happens every time you finish a room, with the exception of the Goodies Room and the Save Room.)

5) Move up again and enter the first tunnel on your left. Explore the tunnel on your right. Try to get past the heads by walking near the wall. Take the key, turn round and walk towards the Swamp Room.

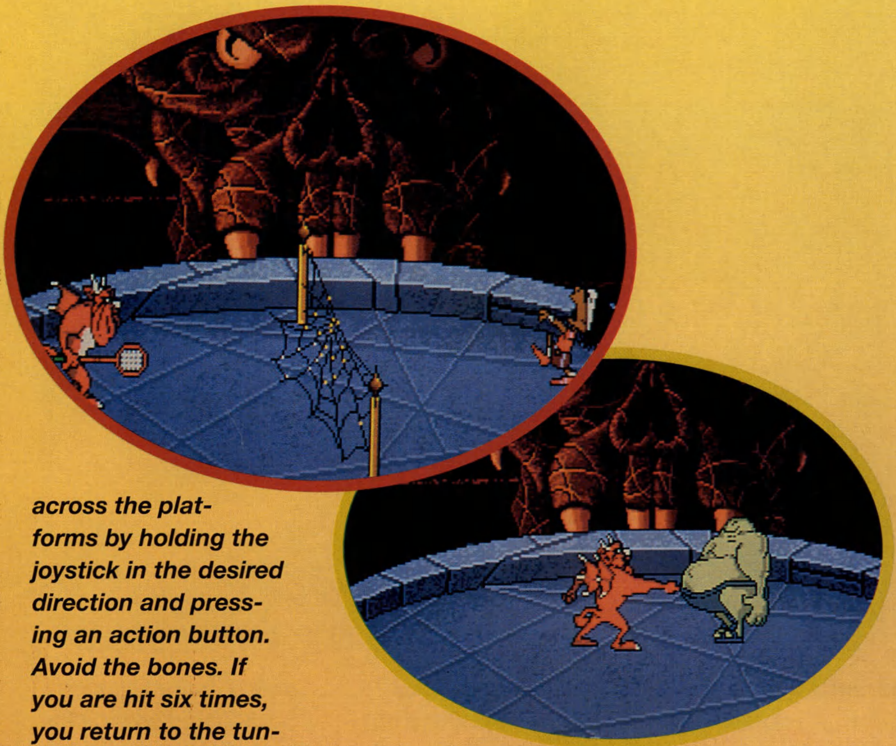
6) In the Swamp Room, you find yourself standing on a rock. You face some other rocks that move up and down in the swamp. Jump from rock to rock until you reach the fire monster on the wall. Your moves are:
— Pull the joystick down and press a button to jump down.
— Pull the joystick right and press a button to jump up.
— Repeat the first movement.
— Repeat the second movement twice.
Don't jump on the final rock until most of the fire monster's breathing has died down. Once you have landed on the far right-hand rock, fill your bucket with water and pour the water into the fire monster's mouth. The fire monster turns into mud. You leave the room and life force is restored.

7) Continue and explore all tunnels. Jump to avoid the spikes in the floor (the spikes are located near the skeletons). Take the food, the pieces of gold and the life heart. Move towards the centre of the tunnels when you see windows in the walls, otherwise you will be smashed by the prisoners. You should be able to gather more than 20,000 gold coins. Go back to the Goodies Room and buy the items that are left (the needle and the scythe) as soon as you have enough gold coins.

8) Walk towards the Save Room. Before you can enter the Save Room, you must pass a closed door. You can only open this door if you found the key in stage 5. Enter the Save Room. Walk to the bed if you want to save the game. Move to the stairs to exit without saving. It's important to remember the position of the Save Room for later use. Keep in mind that you can always return to the Save Room to restore energy.

9) Continue and walk towards the Platform Room.

10) In the Platform Room, you must find the crystal. Jump



across the platforms by holding the joystick in the desired direction and pressing an action button. Avoid the bones. If you are hit six times, you return to the tunnels. When you jump on round platforms, a doorway appears. Enter the doorway to be transported elsewhere in the room. Once you have got the crystal, you must re-enter the doorway you last left.

11) Explore the area south of the (disappeared) Platform Room. Don't leave until you have found the key.

12) Return to the area north of the former platform room. Look on the map. On the left of the map you will see a tunnel that is marked with two signs. These signs mark the stairs you passed by before. Move to the left. Now you cross the tunnel with the stairs. Open the door with the key you found before. Choose the first tunnel on your left and enter the Arena.

13) In the Arena, you need the needle. A sumo wrestler attacks you. Punch or kick the wrestler to win the fight. You must hit the wrestler six times. After the sixth hit, you bring out the pin and prick the wrestler. If you are hit nine times by the sumo, you lose the fight.

14) Continue and enter the Death Room. Inside, you have to destroy three skeletons and Mister Death himself. Kick Mister Death once to make the first skeleton appear. To destroy a skeleton, you have to kick it six times (button 1). Then jump on the pile of bones the skeleton has crumbled into (button 2). After you have got rid of all three skeletons, you can destroy Mister Death by kicking him twice. Leave the room by entering the door.

15) Continue and turn right at the crossing. Enter the Siren Room and play the "Simon says" game. Repeat the symbols given by the mermaid by jumping on the backs of the three fish. The fish's symbols are: left fish), middle fish |, right fish <. You can only leave the room after the game has been completed. You win after you have completed the five series. After the second winning guess, the mermaid is caught. You will leave by a trapdoor.

16) Continue. Turn right at the crossing and take the key. return to the crossing and choose the right tunnel. Climb the stairs and enter the Furnace Room.

17) In the Furnace Room you must set the three furnace dials so that the barriers are removed. Then the rope is burned and you can pick up the anvil that appears. Use a button to kick the slug that constantly changes the settings of the first dial. To set the dials, you must put Mutt in front of a dial and push the joystick up.

18) Return. Move down towards the bottom of the map. Open the door with a key, walk over the stairs and take the gold. Return. Turn left at the third crossing. You have reached the exit. Two hands will appear and take away all your gold coins. If you collected enough gold coins, you receive a key. If not, you have to go back and look for the remainder of the money. (If you gathered 52,669 gold coins, the hand will take away 51,000 coins.) Use the key to open the door and continue.

19) Open the door to the bridge. Defeat the bridge guardian (toad). You need the scythe you bought in the Goodies Room to survive. To defeat the toad, you must pull up the joystick while pushing a button. Jump back after each hit. The toad will turn into mud and disappear. Cross the bridge.

20) You have now reached the Lost Souls Room. You see three statues. Each statue shows an object (a torch, an anvil and a crystal). Each time you walk past the statues, a ghost is released. You must have the required objects to move to the next level.

LEVEL 2:

21) Beat the purple bridge guardian and enter the tunnel. Move to the left and take the key. Turn round and continue. Enter the Goodies Room. Look at which objects can be bought and their prices (sunglasses 1,111 coins, magnifying glass 5,463 coins, a piece of wood 1,243 coins, an axe 2,000 coins and a cravat 9,032 coins). Return as soon as possible to buy the sunglasses. Leave the Goodies Room and return to the tunnel that leads to the entrance. Move right. Continue, open the door with the key, traverse the gap and enter the Sacrifice Room.

22) In the Sacrifice Room, you need to pull ropes to raise a series of platforms. To pull a rope, you position Mutt in front of it and press a button. After the platforms have been raised, you move towards the first platform. Then you automatically walk towards the woman and tie her up. The woman gives you a kiss. You receive a love heart and leave *the room through the door (the woman changes into a doorway). Possible sequence: 2-3-6-2.*

23) Choose the right tunnel, take the key and enter the Save Room.

24) Leave the Save Room and choose the second tunnel on your right. Take the key and the food. Turn around, continue and enter the Gob Room.

25) In the Gob Room, you have to reach the doorway at the upper right-hand corner of the room. Bouncing balls, crumbling bridges and a green gob monster will make your task extremely difficult. If you lose the game several times, return to the Save Room to restore your powers. Use the first bridge. Look where the bouncing balls reach their highest position and move to that place. The middle of the bridge will crumble. Press a button and move the joystick to jump and move to the second save area. Then hide between the second and third gargoyle head. Be alert. If the green gob catches you, you will be eaten. Hide between the first and second gargoyle head. The green gob will now be jumping in front of the exit door. Take your chance! This stage seems more difficult than it is.

26) Continue. Open the door with a key. Continue and walk towards the Dragon Room. Keep in mind that you can find a heart in the left tunnel near the entrance of the Dragon Room. Enter the Dragon Room.

27) Use jewels to plug the nostrils and then pick up a brooch. The jewels are piled up at the lower left of the room. Press a button to pick up a jewel. Move a little to the right. Then press a button again to throw the jewel towards the dragon. Throw from the following locations: the bottom, and the right side of the stone just on the left of the nostrils. Plug the second nostril immediately after you have plugged the first one. Then walk to the gold coffer with the skull in it. Mutt will pull out the brooch and leave the room.

28) Choose the first tunnel on your left and enter the Skull Room.

29) In the Skull Room, an eyeball is hidden under one of the skulls. Then the skulls are switched around. Indicate which skull contains the eyeball. You win after three correct guesses. The game is over when you make three incorrect guesses.
To make the game more difficult, birds fly above you and hit you on the head. Four hits will cause death. At the end of the game you receive a dice. The room disappears.

30) Continue. Choose the tunnel on your right and take the plan of the minefields. From now on mines will become visible. Continue and look at the painting on the wall. If you have already got the sunglasses, you see three coloured bottles (red, green and blue). Turn back, move to the right and continue. Do not touch the bombs. Open the door with a key. Continue and collect objects.

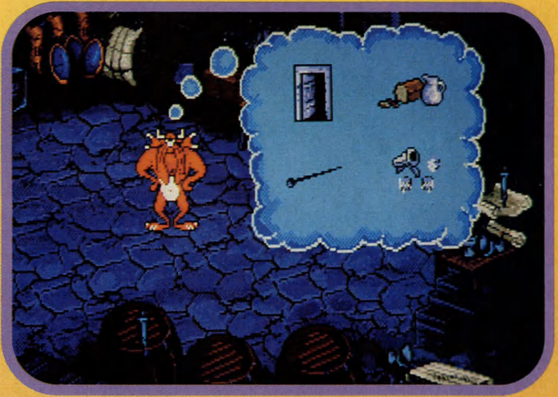
31) Return to the Save Room to restore energy.

32) Walk to the Goodies Room and buy all items. You should have 25,000 gold coins by now. This amount will do. Leave the Goodies Room (enter the Save Room if necessary) and go to the Arena.

33) Strike the enemy (a grey man with white hair) with your axe.

34) Continue. There is no need to explore the tunnels on your right. Move left and enter the Witches Room.

35) Empty the potions into the cauldron in the following order: red, green and blue. (The solution can be found in the portrait in the dead-end tunnel near the Safe Room. You need the sunglasses to see it.) If you walk close to a bottle, Mutt will grab it. Then press button 1. Walk over to the cauldron, move the joystick up and press button 1. Now Mutt can run out of the room through the door on the other side of the witches. Then run in a zig-zag motion past the cat. The creature will chase you as soon as you become small.



36) Continue and explore the tunnels on your right. Take the gold and the key. At a certain moment, the cursor on the map doesn't move anymore while you are still walking in a tunnel. This means you have reached the endless tunnel. Just turn back. Don't enter the Bubble Room before you have found the key. To restore energy, just step on the X sign on the floor (in the tunnel that leads towards the key) and press button 1.

37) Continue to the left and enter the Bubble Room.

38) In the Bubble Room, you stand on a ledge and face a room full of floating bubbles. From time to time, a bubble appears with a lever in it. Try to catch the lever by jumping across the bubbles. Preferably choose big bubbles. Then return to the left edge. Once Mutt has returned, he will place the lever in the hole and release the platform on the other side. Then you must jump to the other side. The room will disappear and lives will be restored.

39) Continue and explore the tunnels north of you. Search for the key and take all the gold that is still there. Then move to the exit. Suddenly a hand will come out of a window and a voice will ask for your gold. (You have 60,151 coins, 2,800 will be left). Once you have given your gold, you will get a key and you can open the door. Continue and open the door towards the bridge.

40) Beat the bridge guardian with your scythe.

41) Move along the statues. They show a heart penetrated by an arrow, a brooch and a dice. Now you leave level 2.
Part 2 due in April.

STEVE HAYES and DARREN HEDGES take you on the first part of our guided tour of Don Bluth's Dragon's Lair 1

Dragon's Lair 1
PLAYER'S GUIDE

__Goal:__ the object of the game is to rescue Princess Daphne who is held against her will in the castle of the evil wizard Mordroc. To do this you, Dirk the Daring, must survive a journey through the different rooms of the castle. Finally you will meet Singe, the fire-breathing dragon. A flashing light indicates in which direction you should move. If monsters are flashing, press an action button to use your sword.

__Levels:__ some of the levels have a reflection level. You will sometimes get this mirror image when you fail to finish a level on the first attempt. Sometimes you will also get the reflection of a room you played earlier in the game.

LEVEL 1: ENTERING THE CASTLE

In front of Dirk a big, dark castle looms up in the moonlight. He walks over the suspension bridge. Immediately he is attacked by one-eyed tentacles. Push an action button and Dirk will scare them away with his sword. As Dirk runs into the castle, gates and doors close behind him. Finally, he arrives in a room with three closed doors. When the floor in front of Dirk disappears, you have to push backwards. Then the right door opens and in the doorway you will see a yellow light flashing. Push right and you have finished the first level.

NB: The following levels appear randomly. It is possible that Dirk will enter some rooms twice.

LEVEL 2: THE OCTOPUSSY ROOM

Dirk enters a room in the castle. He is attacked by a giant octopussy. Push an action button and Dirk will use his sword. The wall in front of Dirk lights up. Push up to jump forward. Then the doorway on his right lights up. Push right. Now the stairs light up. Push backwards. Dirk starts to climb the stairs but the giant tentacles are everywhere. The table on the left lights up. Push left and Dirk will jump on it. Now the door in front of you starts to move up and down. Push up and you will leave the room.

LEVEL 3: THE SNAKE ROOM

Dirk finds himself in a misty room. An enormous snake appears. Press an action button and Dirk will kill the snake on his left. Press again to kill the snake that appears on his right. Then push up to grab the skull. Dirk will climb out of the room by using a piece of rope.

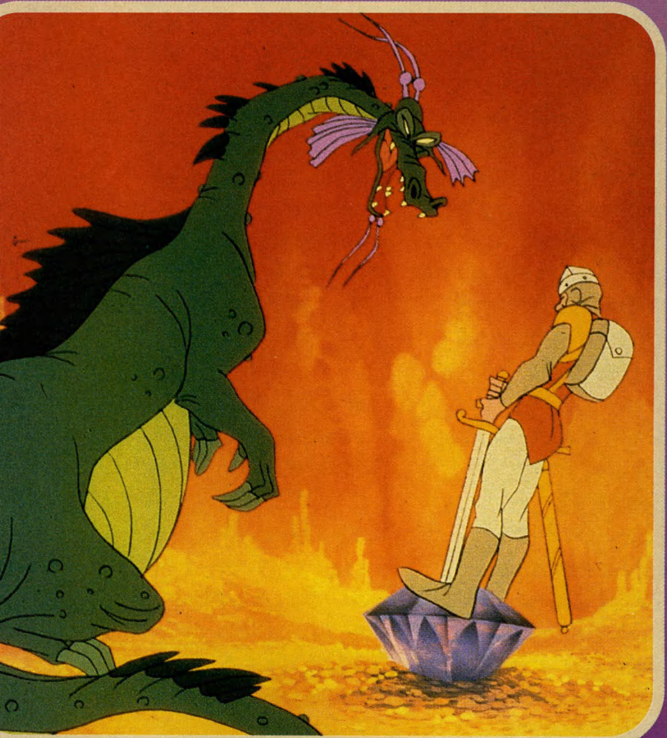
LEVEL 4: THE ROPE'S ON FIRE

Dirk is standing on a little platform. Push left. Dirk will grab a piece of rope. But it is on fire. So you have to push to the left three more times. Dirk will reach the other side of the room.

(Reflection level: left = right, right = left.)

LEVEL 5: THE SNAKE POOL

Dirk is in a subterranean archway. On his left the floor disappears, so jump to the right. Then jump forward or you will be stabbed by several knives. Then the floor starts to crumble under Dirk's feet. Push left. Now the floor under him changes into a black substance. Push up. Dirk will dive into the water pool. Immediately he is attacked by water snakes. Go to the



right to leave the water pool. Again, the ground starts to crumble under his feet. Push up and Dirk will jump forward. A giant spider will attack him. Push an action button and he will kill it. Then jump left to the last remaining part of the floor. Slowly two blocks approach each other with Dirk right in between. Push up or Dirk will be crushed. (Reflection level: left = right, right = left.)

LEVEL 6: THE MONSTER POT

When Dirk enters the room, green slime begins pouring from an open pot. Move the joystick up. Dirk will jump away to avoid contact. Then Dirk examines a glass that contains a red liquid. Suddenly he is attacked by an alligator monster. Press an action button and Dirk will smash it with his sword. Then push down to avoid the slime. A huge yellow ghost will suddenly appear out of the pot. Press a button to use your sword once more. Then push to the right as the green slime takes over the entire room.

LEVEL 7: THE GIDDY GOONS

A trap door opens and Dirk climbs through it. Behind his back a Giddy Goon approaches. Push an action button and the Giddy Goon is hit and disappears. Push up to climb the stairs and escape from two other Giddy Goons. Two more murderous goons appear in front of Dirk. Push an action button and they will "rest in pieces". Push up and Dirk escapes from the Giddy Goons that are left over.

LEVEL 8: THE SLIDE ROOM

Dirk walks down the stairs. Suddenly a large part of the staircase changes into a slide. Push left to go to the part of the staircase that is still intact. As he walks next to a big hole in the floor, Dirk is attacked by one-eyed tentacles. Press an action button to kill a few tentacles. Then push left before you are overwhelmed by them. Then a hole on your left lights up. Push left and Dirk will leave the room through it.

LEVEL 9: THE SMITHY

Dirk is surrounded by fire in this room. A flying sword will attack him. Push an action button to deflect it. Repeat this action with an attacking mace. An anvil will then rise and it will fly towards Dirk. Push left to avoid it. After that, Dirk is attacked by a spear. Press an action button to knock it away. Now Dirk inserts his sword in a pot of flames. Suddenly he is attacked by the blacksmith. Press an action button to strike the statue. Dirk will leave the room. (Reflection level: left = right, right = left.)

LEVEL 10: THE WOODEN MALLETS

Dirk stands in front of two wooden mallets. Push forward and Dirk will run through the swinging mallets. Dirk is confronted with the Grim Reaper. Press an action button to destroy him. Then jump back (push backwards) to avoid the killer thorns. Dirk runs towards a door. Push forward to exit the room. (Reflection level: left = right, right = left.)

LEVEL 11: THE HURRICANE ROOM

Dirk sees Daphne who is taken away through a door. As Dirk opens the door, it releases an enormous hurricane of trash and objects. Dirk will be sucked into a room. In front of him there is a diamond, on his right there is a door. This door opens and the doorway flashes. Push right to leave the room.

LEVEL 12: THE CLOSING WALL

As Dirk enters the room, a wall is rapidly closing in front of him. Push up to jump forward.

LEVEL 13: THE ROOM ON FIRE

Dirk walks through another room. Suddenly a table falls down through a hole in the ceiling. Then there is a flash of lightning and the table catches fire. Push right to avoid getting burned. Immediately there is more lightning, this time behind you. Jump forward (push up). Push down as new lightning sets the whole room on fire. The table flashes. Push left and Dirk will remove the table and climb through the hole behind it.

LEVEL 14: THE FLYING HORSE

Dirk mounts an iron horse. As he turns the knob on the head of the horse, it starts flying. Push right to avoid getting burned. Then push left. Push right again and then push left three times. The horse lands and Dirk walks through a door. (Reflection level: left = right, right = left.)

LEVEL 15: THE ELECTRIC KNIGHT

Dirk enters this room just in time to hear Daphne's cries. Suddenly a black knight will appear. He uses an electrified sword that emits electrical currents as he begins hitting the floor. Jump left, right and forward. Then jump right, left, right and left again. Finally, Dirk will be standing in front of the electric knight. Push an action button. he will destroy the knight and escape through a tunnel. (Reflection level: left = right, right = left.)

Part 2 due in April.

Write to The Editor, CDi Magazine, 1500 16th Street, Suite 100, San Francisco, California 94103, USA

leading edge

CDi was the first real CD-based multiplayer on the market, and as little as a year ago it was virtually written off by the majority of the industry. What a difference 12 months can make! I purchased my player in November of last year, mostly due to the additional Digital Video cartridge. Since then, with the arrival of software such as Space Ace, Dragon's Lair, The 7th Guest and more recently Mad Dog McCree, Chaos Control and Burn:Cycle (a title that has got virtually every reviewer raving about the CDi platform — without the DV expansion!), the future is looking brighter. 3DO has now made it into the market (although like CDi a few years ago, stockists are few and far between), and I have been fortunate to have access to one for a limited period. In my view, the CDi has the edge. You only have to compare games that are available on both platforms, in particular Mad Dog McCree, to see the difference. Although 3DO has a double speed CD drive, access time is incredibly slow, making the 3DO version virtually unplayable.

CD-ROM shoot-out: CDi v 3DO, there's no comparison!

Although the DV cartridge greatly enhances the CDi player's capabilities, the makers of 3DO are already looking at producing an expansion cartridge for this machine. Is this an option Philips is considering for CDi? Is it viable? And what are the prospects of Philips producing an external double speed CD drive?

Many thanks for producing the only magazine dedicated to CDi.

Matt Musgrove

Philips is keeping its plans close to its chest, but we know of no decision at this stage to fit a double-speed CD drive or expansion cart.

ED

handle gently

I recently bought a Magnavox 450 and I really enjoy playing it, but it looks like it can easily be broken. The CD cover could be broken with the slightest touch and the plastic used to make it is pretty thin.

The Magnavox 200 and CDi 220 both feature an open/close button and a play and stop button, so you don't have to turn them off and on again when you want to play another CDi disc. The older players are much more robust than the new 450. Why is this?

Wayne Huang

Philips says: The 450 underwent rigorous testing. Just opening and closing the lid starts the disc.

ED

CDi is the best

You won't see graphics like this on many other systems, for sure!

Just a note to say congratulations to Philips and TripMedia on the production of Burn:Cycle. What a game! I am 33 years old and I have owned and played nearly every console. Then one day I saw a couple of guys playing Palm Springs Golf on CDi and knew I had to have it. At first I was amazed with my CDi player, but then I started to get a bit bored with it due to the lack of software. But then came the Digital Video cartridge which restored my faith in the system. First we had the 7th Guest, then Burn:Cycle and now all the new movies.

I realise now the wait was worth it and I now know that CDi is superior to 3DO and every other console on the market. It just needs more high quality software.

Matt Ryan

Having been an avid LaserDisc collector for several years, I decided about two months ago to sell my LaserDisc player and disc collection and buy a CDi player and Digital Video cartridge with the proceeds. What an excellent piece of kit! Well done Philips. TripMedia is to be congratulated for creating Burn:Cycle — what an experience! This has to be the CDi game of the year. Let's not forget the soundtrack, with stunning music by Simon Boswell.

I would also like to see more DV titles released with more European titles available over here.

And can we have some Burn:Cycle playing tips real soon, please?

Andy Bee

We will publish a Burn:Cycle player's guide in our next issue.

ED

time for some trivia?

We have only just bought a Magnavox 450, but we are very impressed with it. I also like your magazine — particularly with its full CDi catalog at the back.

Can you find out if there are any plans for the following titles to be developed for CDi? The Star Wars trilogy and more Star Trek films, especially Star Trek IV: The Voyage Home (which undeniably has the best script of all the Star Trek films), Fantasia, The Crystal Maze and the Lion King. Trivial Pursuits is also a game that would transfer superbly to CDi, as would The Guinness Book of Records.

Glenys Chew

Star Trek II, III, IV, V and VI are now all available on Video CD (see catalog, page 58). Unfortunately, we know of no plans at the moment for the development of the other titles you mention on CDi, but Philips is constantly evaluating new titles.

ED

Captain Kirk and his crew boldly go where no CDi has been before

compatibility is the key

I saw your magazine for the first time today — just the one I was looking for. CDi products do not play a large part in the other computer and games magazines, so well done. Can you supply me with back issues?

I'm in the middle of Kether at the moment and I can't believe that it can be completed in five lives. Am I missing something?

I do believe that the CDi player is the future of home entertainment but there are some points which really annoy me:

1) Having to change discs half way through a film.

2) Music CDi discs that can't be played on a normal CD player.

3) The choice of software. I go green looking at the stuff that can be played on CD-ROM. Can't Philips make an adaptor so CD-ROM discs are compatible with CDi?

Terry Freeman

For back issues of the magazine, please fax our London office on 011 44 81 943 5993. Philips is still evaluating a carousel player to overcome the problem of changing discs. Although the newer White Book Video CDs do not play on a normal CD player, we understand a few Video CD publishers are looking at music discs which will play on a normal CD player. As far as we know, Philips has no plans at this stage to make CD-ROM discs compatible with CDi.

ED

movie reviews

With regard to your movie reviews, I'm sure many readers would be interested in the actual quality of the encoding and sound as well as the plot of the film. Now I appreciate your reviewer may not be watching the Video CD version at the time of going to press, but this side of things could be covered in subsequent issues.

David Humphries

We are trying to address the issue of encoding on films, but the problem is that we usually review the films in advance of their release and we rarely have any of the finished discs available before going to press. We are trying to get advance copies from Philips, but this is difficult as they don't press review copies.

Tom Selleck debuts on CDi

ED

anyone for widescreen?

I just thought I would drop you this note to applaud your magazine. The only comments I would make to improve it would be to add further pages and a free CD on every issue, since $3.95 is not a lot to ask for a publication which only appears every two months.

I recently bought Sting's offering on CDi and although I have to agree with your reviewer that it is dull, I thought the quality of the encoding was great.

Was this due to it being in letterbox?

As a film buff, I love to buy videos that are presented in their proper ratios and had been hoping to see the same from Video CD. How about asking the rest of your readers (in a poll) to see whether they would like to see widescreen offered alongside pan and scan, especially if it improves the picture quality?

Sting: great encoding

Carter Brown

If you, too, would like to see more Video CD films in widescreen, drop us a line or fax us on 011 44 81 943 5993.

ED

yes please!

I feel that films should be released in their original widescreen format on Video CD. Otherwise, what is the point of Philips pushing CDi as an alternative film medium to VHS if this doesn't happen? A golden opportunity was missed when the James Bond films were released on Video CD — why present them in pan and scan when the films would have been more desirable in their original format?

If Philips wants us to regard CDi as more than just a games machine, then widescreen films must be made available otherwise film buffs like me will turn back to LaserDisc.

A R Doyle

CDi TITLES CATALOG AND PRICE LIST SPRING 1995

CHILDREN'S TITLES

BEAUTY AND THE BEAST
The story of Beauty and the Beast told by Mia Farrow.
Price $19.98 Catalog No 310 690 114 2

BERENSTAIN BEARS ON THEIR OWN AND ON YOUR OWN
Meet the popular and friendly Berenstain Bears and follow the young bears' antics as they try and persuade their parents to let them go to the fair.
Price $39.98 Catalog No 310 690 110 2

THE BEST OF BABY SONGS (DV)
Features 20 music videos from the award-winning Baby Song video series. Hap Palmer's finger-snapping songs celebrate the joys of a child's everyday world.
Price $14.98 Catalog No 310 690 296 2

BRER RABBIT AND THE WONDERFUL TAR BABY
The story of Brer Rabbit and Brer Fox told by Danny Glover.
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CARTOON CARNIVAL (DV OPTION)
Classic cartoons from Hanna Barbera. Each time you win a game, collect a letter. When you can spell Cartoon Carnival, you are rewarded with a cartoon in Digital Video.
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CARTOON JUKEBOX
Favorite tunes such as Pop Goes the Weasel and Row, Row, Row Your Boat.
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CHILDREN'S BIBLE STORIES
Classic bible stories in animation with interactive fun and learning activities.

David and Goliath
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Moses: The Exodus
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Noah's Ark
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The Story of Jonah
Price $39.98 Catalog No 310 690 067 2

The Story of Samson
Price $39.98 Catalog No 310 690 190 2

CHILDREN'S MUSICAL THEATRE
Customize your own songs and watch as they are performed by a band of musical animals.
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CRAYON FACTORY
The Crayon Factory has a new boss who wants to get rid of the workers. Saturday and the rest of the production team must stop him. Kids color the story.
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DARK FABLES OF AESOP
Twelve moral tales narrated by Danny Glover with jazz score by Ron Carter.
Price $29.98 Catalog No 310 690 085 2

EFFACER
This is the traditional "hangman" game which enters the 25th century with a space alien theme. Guess words from a 40,000 word database to defeat the dark forces.
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EMPEROR'S NEW CLOTHES
One of Hans Christian Andersen's best-loved tales is told by Sir John Gielgud.
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FLINTSTONES/JETSONS TIMEWARP
Something crazy and cosmic has happened - Fred Flintstone and George Jetson are time-warped into each other's worlds in this animated adventure.
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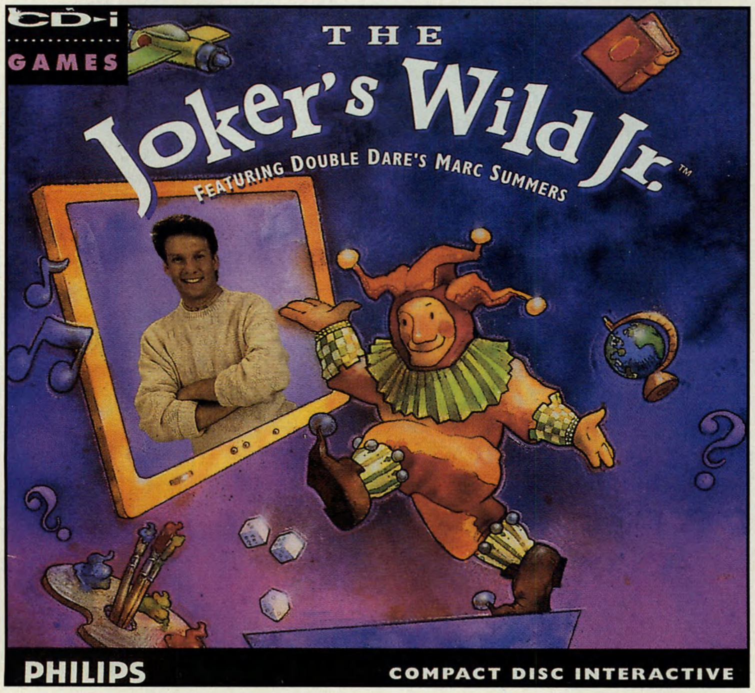
GIRL'S CLUB
Dating game for pre-teenage girls. Get to meet your dream date, ask him lots of questions and dress him as you like.
Price $49.98 Catalog No 310 690 070 2

HOW THE CAMEL GOT HIS HUMP
Rudyard Kipling's popular tale of the lazy camel available in Spanish or English versions.
Price $19.98 Catalog No 310 690 021 2 or 310 690 146 2 (Spanish)

HOW THE RHINO GOT HIS SKIN
Another Rudyard Kipling tale, in which a gluttonous rhinoceros who gets his comeuppance. Also available in Spanish or English versions.
Price $19.98 Catalog No 310 690 023 2 or 310 690 147 2 (Spanish)

JOKER'S WILD JR
Marc Summers hosts this fun-tastic interactive version of the popular TV quiz show. Spin the wheel and face questions galore.
Price $39.98 Catalog No 310 690 182 2



LAMB CHOP'S PLAY ALONG (DV)
Kids love the musical delights of Lamb Chop and friends from these special segments from the hit PBS show, which turn viewers into "doers" on CDi.
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LITTLE MONSTER AT SCHOOL
Spend a day with Little Monster at home and at school in this interactive version of the popular children's book by kids' author Mercer Mayer.
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MAX MAGIC
Magician Max the Amazing teaches you new tricks in the world's first electronic magic kit.
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MORE DARK FABLES FROM AESOP
Twelve more tales narrated by Danny Glover.
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MOTHER GOOSE HIDDEN PICTURES
An animated activity book combining the pleasures of hearing and seeing nursery rhymes with the added fun of picking objects.
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MOTHER GOOSE RHYMES TO COLOR
Children color their favorite nursery rhymes and watch them animate.
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Produced by the BBC, this easy-to-use disc is designed to help kids get a head start learning a foreign language, with 30 lessons, story segments and games in English and French.
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PAINT SCHOOL 1
Choose from several hundred scenes to paint or start from scratch and draw your own picture. There are a huge variety of colors and palettes available.
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PAINT SCHOOL 2
More pictures to paint using CDi's enormous color palette.

The magnifying glass allows you to zoom in on the details.
Price $24.98 Catalog No 310 690 002 2

PECOS BILL
A colorful retelling of the legend of Pecos Bill - the fearless buckaroo - by Robin Williams.
Price $19.98 Catalog No 310 690 012 2

PEGASUS
The legendary story of the winged horse is told by actress Mia Farrow.
Price $19.98 Catalog No 310 690 192 2

RICHARD SCARRY'S BEST NEIGHBORHOOD DISC EVER
Busytown comes to life with your favorite Scarry characters.
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RICHARD SCARRY'S BUSIEST NEIGHBORHOOD DISC EVER
Another trip to Busytown with music and games.
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STICKYBEAR MATH
Children select problems using addition, subtraction, multiplication and division and are rewarded with animation when they solve math problems correctly.
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STICKYBEAR PRE-SCHOOL
Six bilingual (English/Spanish) learning activities engage kids for hours. Features alphabet recognition, grouping, shapes, colors, opposites, numbers.
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STICKYBEAR READING
Helps youngsters build vocabulary and reading comprehension skills, with three fun-filled games and activities that spur their imaginations.
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STORY MACHINE MAGIC TALES
Create your own fairy tales or adventure stories by adding your own scenes, characters, narration and dialogue.
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STORY MACHINE STAR DREAMS
Star Dreams whisks you away on an intergalactic adventure of your own making. Create your own stories.
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SURF CITY
Sing along to classic 1960s music as you explore a typical beach town in California, with hot rods, an arcade, surf shop and more.
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Find out the answers to 175 questions on five topics: Our World, How Things Work, The Zoo, How Things Began and The Human Body.
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TELL ME WHY 2
Another 175 questions answered on the same five topics.
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Meet the characters from the TV series and explore the world of Sesame Street. Includes a variety of letter based games.
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A VISIT TO SESAME STREET - NUMBERS
Visit Bert and Ernie's place, Big Bird's House and the Count's Castle to play number-based games.
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Eugene Levy hosts this humorous romp through 18 animated holes of golf.
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Dexter the Dinodroid takes you back to the days when dinosaurs ruled the earth.
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GAMES

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Roam around Wonderland as you try to solve the rhymes and puzzles.
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THE APPRENTICE
Marvin the Apprentice needs your help in this fast, addictive arcade-style game. Six huge levels with three stages each test your skill and dexterity.
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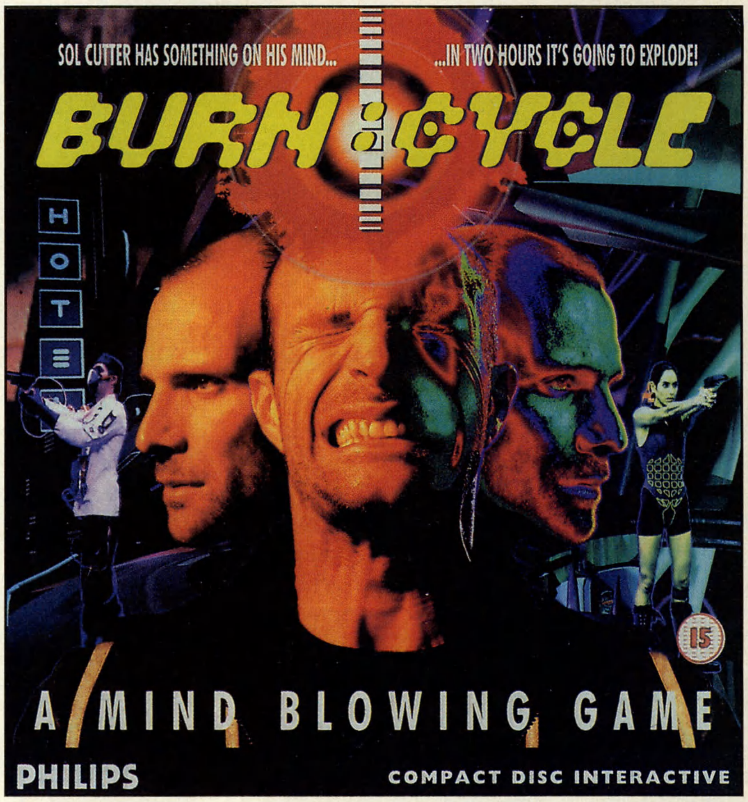
SOL CUTTER HAS SOMETHING ON HIS MIND...
...IN TWO HOURS IT'S GOING TO EXPLODE!
BURN:CYCLE
HOTE
15
A MIND BLOWING GAME
PHILIPS
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AXIS AND ALLIES
The classic board game comes to CDi. It is your chance to refight WWII as the leader of the Axis or Allied countries.
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You command a fleet of five ships. Your mission is to seek and destroy your enemy's ships before he destroys yours.
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Sol Cutter has passed out in the Softech Corporation where his brain has been downloaded with a computer virus. A live action Cyber-punk adventure game.
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Join the boxers, promoters, managers and reporters at Caesars Palace in Las Vegas. Work your way through the ranks in this two-player game.
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CAESARS WORLD OF GAMBLING
Experience the real sights and sounds of the Caesars Palace casinos. Learn to play the most popular casino games.
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Practice your shooting skill in Sporting, Ball Trap, Olympic Trap and English Skeet, based on international rules.
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CHAOS CONTROL
Jessica Darkhill is the only person who can stop the evil Kesh Rhans from invading earth. You must help her stop the attack.
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The first ever interactive version of the popular board game lets you explore each room, question characters and unearth clues in video flashbacks. A family game for one to six players.
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CONNECT FOUR
The CDi version of the popular vertical checkers game.
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Navigate a hip little candy-collector through 51 remarkable mazes in this high energy puzzle extravaganza.
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Dirk the Daring is the hero in this arcade game by Hollywood animation specialist Don Bluth.
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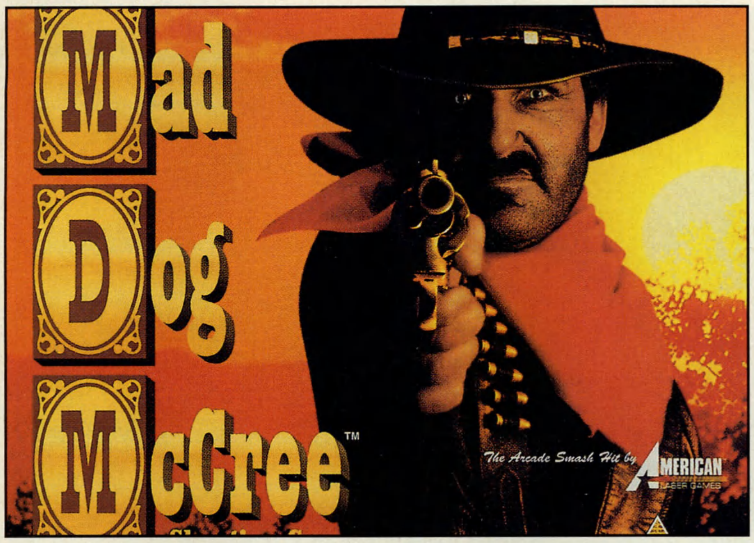
DRAGON'S LAIR II
This time Dirk makes his way through a trap-laden timewarp to


Mad Dog McCree™
The Arcade Smash Hit by American Laser Games

rescue Daphne and foil evil Mordroc. Nine levels with razor sharp graphics.
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EARTH COMMAND
Your task is to save the world from impending environmental disaster. By adjusting population growth, taxes and environmental policies you can prevent Armageddon - or is it too late?
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ESCAPE FROM CYBERCITY
Your mission is to survive the dangers of CyberCity, fight your way to the train and destroy the Guardian's planet.
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Learn all you wanted to know about handicapping, then place your bets! Horse racing commentary by Mickey Rooney.
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The world's most popular plumber makes his debut on CDi. There are seven different hotels and 80 levels to explore as you battle to save the princess of the toad stool kingdom from the evil Bowser.
Price $49.98 Catalog No 310 690 260 2

INCA
You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way.
Price $49.98 Catalog No 310 690 285 2

INTERNATIONAL TENNIS OPEN - 2 PLAYER
The popular tennis simulation game in two-player version so you can fight to match point against your friends as well as the CDi player.
Price $49.98 Catalog No 310 690 062 2

JEOPARDY!
You feel like you are on the game show set when Alex Trebek calls you by name and peppers you with "answers" — and you ring in with the questions. One to four players can play 35 complete shows.
Price $39.98 Catalog No 310 690 263 2

JIGSAW
Like jigsaw puzzles? This disc gives you dozens and dozens of options: multiple designs to select size and shape of pieces, time limits, hints and more.
Price $39.98 Catalog No 310 690 029 2

JOKER'S WILD!
The popular TV game show comes to CDi. One to four players can spin the wheel for hours of fun.
Price $39.98 Catalog No 310 690 181 2

KETHER
You are Melkhor, a space knight, who has to land on Kether and rescue Eta Carene, the Princess of Wisdom. Stunning graphics in this mix of arcade action and puzzle solving.
Price $49.98 Catalog No 310 690 275 2

LASER LORDS
Explore alien worlds in the Laser Lords' star cruiser.
Price $49.98 Catalog No 310 690 074 2

LEMMINGS
This CDi version is as addictive as the original — featuring superior graphics and 120 levels, each trickier than the last.
Price TBA Catalog No 310 690 140 2

LINK: FACES OF EVIL
Nintendo characters appear for the first time on CDi. Ganon has captured the island of Koridai and Link must save it from the Faces of Evil.
Price $49.98 Catalog No 310 690 118 2

LITIL DIVIL (DV)
Poor old Mutt must work his way through the Labyrinth of Chaos where he must find the Mystical Pizza of Plenty. A game of exploration, fighting and puzzle solving.
Price $49.98 Catalog No 310 690 141 2

LORDS OF THE RISING SUN
A Japanese strategy game on CDi featuring live actors and interesting gameplay.
Price $49.98 Catalog No 310 690 098 2

MAD DOG MCCREE (DV)
The popular arcade game brought to life on CDi with highly realistic Digital Video footage. "Peacekeeper" gun optional.
Price $59.98 or $79.98 with gun
Catalog No 310 690 058 2

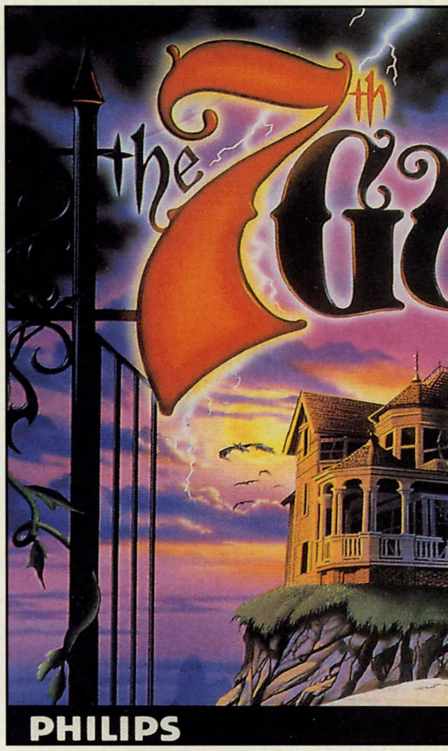
MEGA-MAZE
A series of ever more complex mazes will test your wits to the max in this exciting game of skill.
Price $34.98 Catalog No 310 690 061 2

MERLIN'S APPRENTICE
A magical, animated story unfolds as you solve 30 mind-boggling puzzles. Eight types of challenges for ages 12 to adult.
Price $49.98 Catalog No 310 690 099 2

MUTANT RAMPAGE: BODY SLAM(DV)
The first proper beat-'em-up on CDi. Fight your way through ten cities, each with its own team of mutants, in a gruesome post-apocalyptic world.
Price $49.98 Catalog No 310 690 282 2

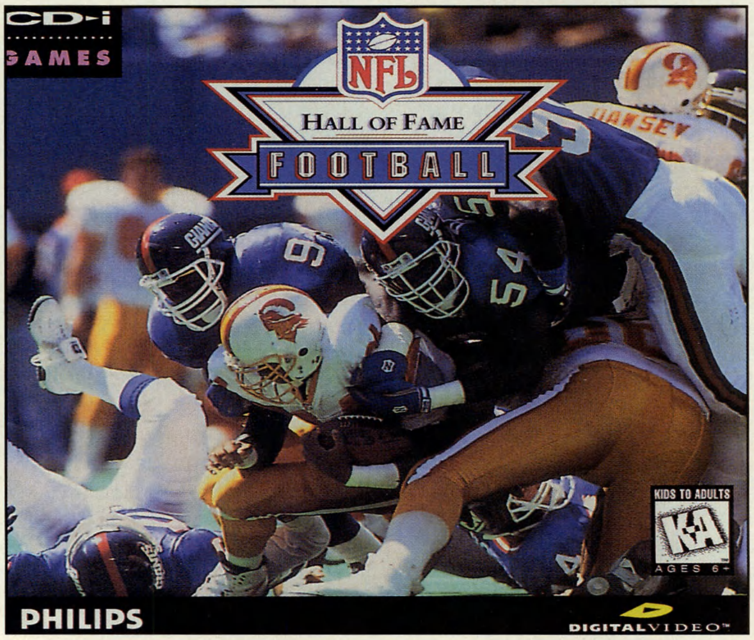
MYSTIC MIDWAY R.I.P
The "master of cemetries" Dr Dearth welcomes you to his shooting gallery with 15 targets and 20 game levels.
Price $29.98 Catalog No 310 690 152 2

NAME THAT TUNE
The all-time favorite game show where you must name a tune before your rival does. Almost 1,000 tunes on the disc keep you playing for hours.
Price $39.98 Catalog No 310 690 184 2



NFL HALL OF FAME (DV)
Create your own dream team from the greatest legends in the Pro Football Hall of Fame and compete in arcade style action against a friend or the CDi machine. Includes video bios of players.
Price $59.98 Catlog No 310 690 201 2

NFL TRIVIA CHALLENGE '94/'95
TV commentators Pat Summerall and Tommy Bookshier return in this ultimate test of football acumen. Features over 1,200 images and 300 film clips.
Price $49.98 Catalog No 310 690 169 2



Virgin
15
DIGITAL VIDEO ON CD-I

PALM SPRINGS OPEN
Play 18 of the world's most famous and challenging holes on your own TV. Control "live" golfers on actual courses.
Price $49.98 Catalog No 310 690 013 2

PHANTOM EXPRESS
Join Dr Dearth on a roller coaster ride in the sequel to Mystic Midway that takes you through the various stages of life in this 3-D shooting game.
Price $29.98 Catalog No 310 690 247 2

PINBALL
Play four pinball games in your living room without having to feed money into a slot machine.
Price $34.98 Catalog No 310 690 034 2

POWER HITTER
Baseball challenge which puts you up against the games' great pitchers. The announcer comments on your every move.
Price $49.98 Catalog No 310 690 081 2

SARGON CHESS
There are 16 levels of this chess program for novice through advanced players.
Price $39.98 Catalog No 310 690 030 2

THE 7TH GUEST (DV)
Virgin Games' fabulous mystery adventure game, first released on CD-ROM, is now on CDi. Simpler to load, with stunning sound and graphics, comes complete with CD soundtrack.
Price $59.98 Catalog No 310 690 252 2

SPACE ACE (DV)
Space Ace has been zapped by the evil Borf and you must help him defeat the dreaded Infanto Ray and save the earth. Great animation by Don Bluth.
Price $59.98 Catalog No 310 690 059 2

STRIKER PRO
The first full soccer game to appear on CDi. Striker Pro is based on the highly successful Ultimate Soccer on the Sega MegaDrive and Striker on the SNES and Amiga.
Price $29.98 Catalog No 310 690 143 2

TETRIS
The classic Russian puzzle game featuring ten levels of play and made popular by the ubiquitous Gameboy. Ten CD soundtracks and video backgrounds make this version something special.
Price $34.98 Catalog No 310 690 188 2

TEXT TILES
A word spelling strategy game for all ages. Use the given letters to spell vertically or horizontally.
Price $34.98 Catalog No 690 310 043 2

THIRD DEGREE
This original game show for CDi lets you learn more about your friends and family. What would they do in a given dating, work or home situation? Find out when they're in the hot seat.
Price $39.98 Catalog No 310 690 073 2

VIDEO SPEEDWAY
Racing game with ten tracks. The player can race karts, Formula 3000 or Formula 1. Alter your car's dynamics in the pit .
Price $49.98 Catalog No 310 690 093 2

VOYEUR
Adult political whodunnit which combines the suspense of Alfred Hitchcock's Rear Window with soap opera. Spy on the mansion of Presidential candidate Reed Hawke and his family and find out who may commit murder.
Price $49.98 Catalog No 310 690 112 2

ZELDA: WAND OF GAMELON
King Harkinian vanishes and Link disappears - Zelda must find and free them both from their evil captors. Seventy playfields and 90 amazing characters.
Price $49.98 Catalog No 310 690 158 2

MUSIC

ANDREW LLOYD WEBBER (DV)
The Premiere Collection Encore includes hits sung by Jason Donovan, Sarah Brightman, Michael Ball and David Essex.
Price $24.98 Catalog No 310 690 297 2

MTV
Keep The Faith
AN EVENING WITH
BON JOVI
PolyGram Video

BRYAN ADAMS (DV)
The Waking Up the Neighbours video comes to CDi with seven smash hits in digital stereo and video.
Price $24.98 Catalog No310 690 288 2

BON JOVI (DV)
The live Keep the Faith album includes behind-the-scenes footage, plus two bonus tracks.
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CLASSICAL JUKEBOX
Study the lives of 15 classical composers and listen to their music.
Price $24.98 Catalog No 310 690 005 2

COOL OLDIES JUKEBOX
More golden oldies to sing along with. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 007 2

ERIC CLAPTON (DV)
The Cream of Clapton is a memorable collection in full Digital Video for fans and casual listeners alike.
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GOLDEN OLDIES JUKEBOX
Jump and jam to the tunes of the 1950s and 1960s. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 006 2

JAMES BROWN HIT MACHINE
Soul singer Brown performs 13 songs on this CDi music disc. Sing along with your favorite tunes with lyrics on screen.
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From Big Band to Bossa Nova, experience an interactive jazz journey through 19 great songs.
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MOZART: A MUSICAL BIOGRAPHY
Learn all you need to know about one of the world's greatest musicians.
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PAVAROTTI: O SOLE MIO
Listen to the world-renowned tenor sing 13 favorite songs while you explore his life story.
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PETE TOWNSHEND: LIVE (DV)
The best of the legendary guitarist/composer filmed live in New York City.
Price $24.98 Catalog No 310 690 054 2

PETER GABRIEL: ALL ABOUT US (DV)
Peter Gabriel's award-winning video brought to CDi.
Price $24.98 Catalog No 310 690 148 2

PRELUDE
Study the art and music of the Post-Impressionist era.
Price $19.98 Catalog No 310 690 107 2

THE GERSHWIN COLLECTION
Highlights in digital video and sound.
Price $24.98 Catalog No 310 690 116 2

THE THREE TENORS (DV)
Pavarotti, Carreras and Domingo in concert for opera lovers.
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TODD RUNDGREN: NO WORLD ORDER
One of the first truly interactive music discs which allows you to

play DJ by altering the tempo, mood and style of the original tracks on the album.
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UPTOWN/DOWNHOME BLUES
Witness the story of the Downhome Blues through song, pictures and live video demos. In the second disc, explore the electrifying changes in American music as the blues migrated from country to city.
Price $49.98 Catalog No 310 690 168 2

XPLORA: PETER GABRIEL'S SECRET WORLD
Gabriel's award-winning CD-ROM comes to CDi, enhanced with full-screen, full-motion video.
Price TBA Catalog No 310 690 156 2

YOU SING CHRISTMAS FAVORITES
Sing along to your favorite Christmas songs.
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INFO & REFERENCE

AMPARO MUSEUM
Explore the collection of this museum in Mexico and tour four historic sites in the Valley of Puebla region.
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A NATIONAL PARKS TOUR
Images from three national parks — Grand Canyon, Yellowstone and Yosemite — can be enjoyed with Photo CD zoom capability, narration and the music of Debussy.
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A REVOLUTION IN COLOR
The vitality of Russian artists in the revolutionary period (1883 - 1920) is stunning. Features six galleries of paintings and the music of contemporary Russian composers.
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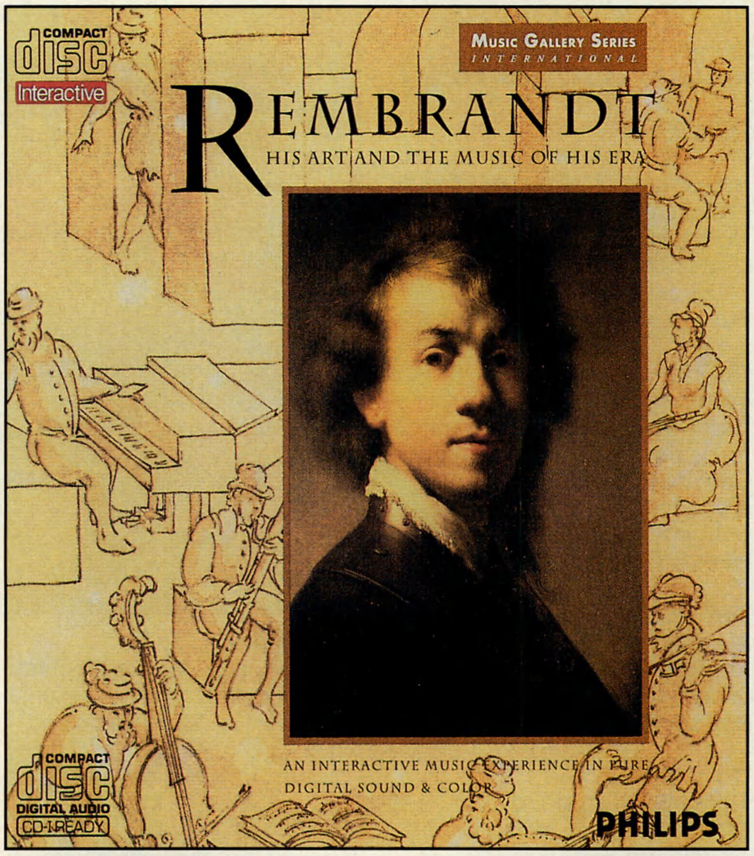
ART OF THE CZARS
Weaves the history of the Czars and the art they collected. Visit six galleries in the Hermitage.
Price $39.92 Catalog No 310 690 105 2

BEST OF DRAW 50
Based on the popular series of drawing books by former Disney artists Lee Ames.
Draw on paper with timed stroke-by-stroke demonstrations and other helpful CDi features.
Price $34.98 Catalog No 310 690 089 2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This fascinating interactive tour through 19th Century Paris lets you meet the Impressionist artists and their friends, lovers and critics.
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GARDENING BY CHOICE: FLOWERS & FOLIAGE
Shows you how to grow successfully more than 500 popular plants, including video demonstrations.
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American folk art from the 18th-19th centuries is presented with the accompaniment of Aaron Copland's "Appalachian Spring".
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GOLF MY WAY (DV)
Jack Nicklaus shows how to improve your skills and your game in this five disc set.
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Only the most thrilling, bizarre and spectacular touchdowns in American football have been included on this disc.
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Learn an exotic assortment of massage techniques that you can practice with your partner. Full DV demonstrations.
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Learn to play rock guitar on CDi.
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An interactive tour through the masterpieces and music of the Italian High Renaissance.
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Choose 25 pre-made rhythm patterns from six kits or create your own. Change the tempo or meter and

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Presented by the Smithsonian Institution. Learn about coin collecting and an eye for details in coins.
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Learn about basic sailing skills, navigation and piloting.
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Shark Alert shatters the myths and unleashes the fascinating truths about these magnificent creatures.
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An electronic reference manual with hundreds of stamps and over four hours of narration.
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Vic Braden, Arthur Ashe and Stan Smith help improve your game in this three-disc set.
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Obtain your daily horoscope and personalized solar chart on CDi. Just program in your details and the player will do the rest.
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TIME-LIFE PHOTOGRAPHY
Turn your TV screen into a simulated camera for a course in 35mm photography. 25 step-by-step workshops to help you make the most of your camera.
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The entire story of the Titanic, from its conception in the shipbuilder's office to its discovery on the ocean floor.
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TREASURES OF THE SMITHSONIAN
Based on the collection's world famous Washington Museum. This disc also allows you to visit a dozen other museums from Air and Space to the National Zoo.
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WORLD OF IMPRESSIONISM
Using an interactive map of 19th century Paris, explore the art and music of the era.
Price $39.98 Catalog No 310 690 047

SPECIAL INTEREST

LIVE WITHOUT MONTY PYTHON
This disc offers the first sing-along collection of 17 Python songs. Simply watch and listen, sing along karaoke-style or play a role in two sketches.
Price $24.98 Catalog No 310 690 209 2

MORE NAUGHTY BITS
Favorite TV sketches and classic movie clips are presented in high-quality digital video and sound with sub-titles in three languages.
Price $24.98 Catalog No 310 690 210 2

FILMS (DV)

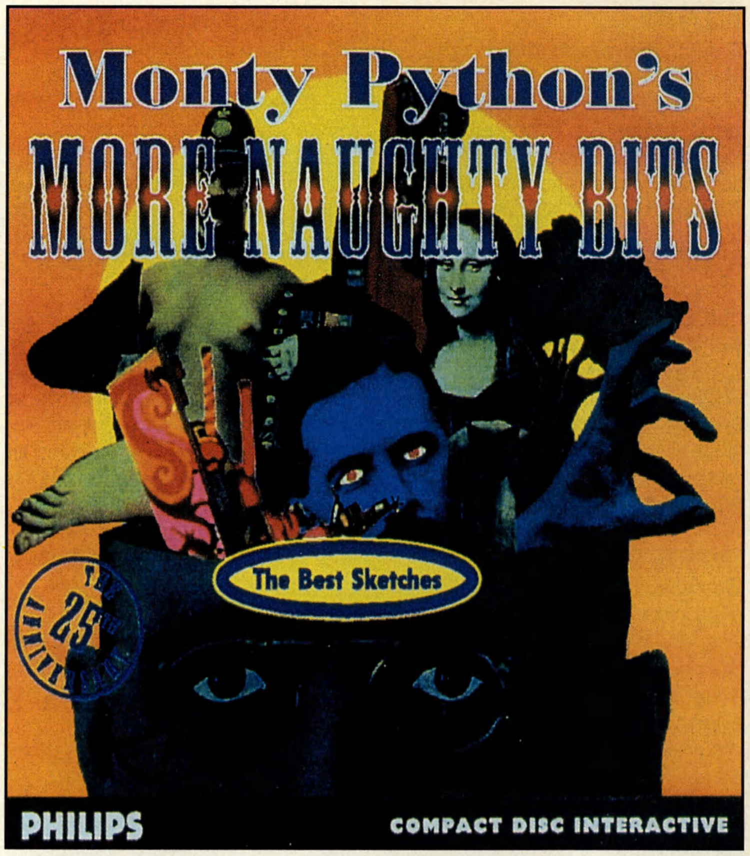
THE ADDAMS FAMILY
Anjelica Huston stars as Morticia, the mother in charge of the ultimate dysfunctional family. Is Uncle Fester really who he claims to be? All will be revealed.
Price $24.98 Catalog No 310 690 330 2

ADDAMS FAMILY VALUES
Anjelica Huston plays Morticia, Christina Ricci the child Wednesday and Joan Cusack the nanny in this beautifully observed parody of family life.
Price $24.98 Catalog No 310 690 326 2

APOCALYPSE NOW
Francis Ford Coppola's stunning vision of a man's heart of darkness revealed through the madness of the Vietnam war. Lt. Willard (Martin Sheen) receives orders to seek out a renegade military outpost led by the mysterious Colonel Kurtz (Marlon Brando). One of the most powerful films of all time, nominated for eight Academy Awards and won two for the best Sound and Best Cinematography, 1979.
Price $24.98 Catalog No 310 690 305 2

BEVERLY HILLS COP I
Detective Axel Foley (Eddie Murphy) is a brash, street-smart Detroit detective who follows the trail of a friend's murderer to the posh surroundings of Beverly Hills.
And before Axel gets his man, he gets up to his neck in an international network of smugglers and drug peddlers.
Price $24.98 Catalog No 310 690 313 2

BLACK RAIN
Michael Douglas and Andy Garcia play New York cops whose job — to escort a vicious assassin back to his native Japan — leads the two Americans into Osaka's exotic underworld and straight into the center of a brutal Yakuza gang-land battle.
Price $24.98 Catalog No 310 690 315 2



THE BLACK STALLION
Alec Ramsey is traveling home with his father on a ship in the Mediterranean. Alec notices a magnificent black stallion on board, being calmed by his handlers. During a violent storm Alec, fighting for his life, manages to cut the staliion free. The horse saves Alec's life by dragging him to the shore.
They are the sole survivors stranded on a strange island. This is a moving story of Alec and the horse giving support to each other until they are rescued, but their triumphal return home is only the beginning of a new and greater challenge.
Price $24.98 Catalog No 310 690 413 2

BULL DURHAM
Two of America's favorite pastimes — baseball and sex — team up in this winning comedy. Set in the bedrooms and ballfields of a minor league town, this love triangle includes Kevin Costner, Tim Robbins and Susan Sarandon.
Catch the fever in this major league hit that covers all the bases.
Price $24.98 Catalog No 310 690 501 2

CONEHEADS
One look and you know they're from a strange place. They're from New Jersey, by way of "France", by way of far-off, far-out Remulak. They're Coneheads. And their comedy antics are above the crowd. Dan Aykroyd and Jane Curtin star as mega-domed Beldar and Prymaat.
Price $24.98 Catalog No 310 690 320 2

DANCES WITH WOLVES
Directed , co-produced by and starring Kevin Costner, this epic is set in the 1860s American frontier. Lured by a desire to witness this last frontier before it vanishes, Union soldier Lt. John Dunbar (Costner) becomes trapped between two worlds as he is slowly drawn into the fold of a Sioux tribe living in the Dakota territory. The movie's honest, sympathetic portrayal of Native Americans is unlike any seen before on film and shows the impact of history on an entire people through both sides of the conflict. Winner of seven Academy Awards, including best Picture.
Price $24.98 Catalog No 310 690 502 2

DR NO
Sean Connery is James Bond 007: the suave, charming and fearless agent sent to Jamaica to investigate the double murder of a British agent and his secretary. Bond is soon on the tail of Dr No, a fanatical scientist plotting to take over the world.
Price $24.98 Catalog No 310 690 404 2

THE FIRM

Tom Cruise as the lawyer who has it all - a fabulous career, mega salary, beautiful wife and lavish home. But then it all starts to go horribly wrong when he finds out more than he should.
Price $24.98 Catalog No 310 690 308 2

A FISH CALLED WANDA

Starring John Cleese and Jamie Lee Curtis. An American girl, Wanda, comes to London to steal some diamonds with Otto. Things go seriously wrong when English barrister (Cleese) and Wanda meet, and Otto starts to get jealous.
Price $24.98 Catalog No 310 690 405 2

FROM RUSSIA WITH LOVE

Gorgeous Soviet embassy cipher clerk (Daniela Bianchi) ensnares incorruptible British Secret Service agent 007 in a scheme to steal the Russians' decoding machine. Bond must discover if this beautiful woman works for or against him.
Price $24.98 Catalog No 310 690 403 2

GOLDFINGER

007 takes on the man with the Midas touch, billionaire Auric Goldfinger, in this explosive and witty James Bond thriller. The monomaniacal Goldfinger plans to throw the Western world economy into a tailspin by contaminating all the gold in Fort Knox with nuclear radiation. Only Bond can stop him.
Price $24.98 Catalog No 310 690 407

THE HUNT FOR RED OCTOBER

A new, technologically superior Soviet nuclear submarine, The Red October, is heading for the US under the command of Captain Marko Ramius (Sean Connery). The US government thinks Ramius is planning to attack. A lone CIA analyst (Alec Baldwin) thinks Ramius is planning to defect, but he has only a few hours to find him and prove it.
Price $24.98 Catalog No: 310 690 302 2

INDECENT PROPOSAL

Demi Moore and Woody Harrelson play the happy couple who suddenly find their marriage under pressure when, just as they are in danger and in need of extra money, the wealthy and handsome Robert Redford makes the ultimate offer.
Price $24.98 Catalog No310 690 316 2

IRVING BERLIN'S WHITE CHRISTMAS

A treasury of composer Berlin's classics, among them "Count Your Blessings Instead of Sheep", "Blue Skies", and naturally "White Christmas". Bing Crosby, Danny Kaye, Rosemary Klooney and Vera Ellen star as song-and-dance acts engaged to perform at a Vermont country inn over the holiday season.
Price $24.98 Catalog No 310 690 306 2

MOONSTRUCK

In this charming story, a mischievous moon enlightens and invigorates many lives. But it casts its greatest glow on Loretta (Cher) and Ronny (Nicolas Cage) as it draws them together. Blending the lyrical language of Italian New Yorkers with the dramatic crescendos of classic opera, director Norman Jewison conducts the sounds of life into a poignant and humorous song of love. Winner of three Academy Awards.
Price $24.98 Catalog No 310 690 401 2

NAKED GUN

Leslie Nielsen, king of the spoof, moves from the small screen of TV's Police Squad and lands a starring role in Naked Gun as the incompetent cop Frank Debin who is out to foil an assassination attempt on the Queen during a visit to LA.
Price $24.98 Catalog No310 690 323 2

NAKED GUN 2 1/2

Lt. Frank Drebin (Leslie Nielsen) loves a mystery.
Drebin tackles the big issues - and the biggest of all is how to stop devious Quentin Hapsburg's (Robert Goulet) plan to destroy the environment. Returning with Nielsen in this hilarious Naked Gun sequel are Priscilla Presley, George Kennedy and O J Simpson.
Price $24.98 Catalog No 310 690 312 2

NAKED GUN 33 1/3

Oscar night. Who will win? Who will lose? And will someone please kick that numbskull off stage? Wait! It's Lt. Frank Drebin, crashing the ceremonies to stop a terrorist plot that could mean curtains for him — or will a simple window shade be enough? Back are the Naked Gun filmmakers you love and the stars you adore for another hilarious sequel.
Price $24.98 Catalog No 310 690 336 2

PATRIOT GAMES

His days as an intelligence agent behind him, former CIA analyst Jack Ryan (Harrison Ford) has traveled to London with his wife (Anne Archer) and child.
Meeting his family outside Buckingham Palace, Ryan is caught in the middle of a terrorist attack on a member of the Royal family. Soon Ryan must return to action for the most vital assignment of his life: to save his family. Co-starring James Earl Jones.
Price: $24.98 Catalog No 310 690 314 2

PLANES, TRAINS AND AUTOMOBILES

On his way home to spend Thanksgiving with his family, Neal Page (Steve Martin) finds himself sitting beside an uncouth loudmouth called Del Griffith (John Candy) on a flight from New York to Chicago. A snowstorm causes the flight to be diverted, and one disaster leads to another.
Price $24.98 Catalog No 310 690 317 2

POSSE

Heroes, villains, gunslingers, outlaws and rebels in this classic western story about a posse that blazes across the West with vengeance and justice on their minds.
Price $24.98 Catalog No 310 690 254 2

RAGING BULL

For what is still considered the performance of his career, Robert De Niro won the 1980 Best Actor Oscar for his searing portrayal of real-life boxer Jake La Motta in a film that routinely lists among critics' top ten picks of the decade. Martin Scorsese's flawless direction and Michael Chapman's gritty cinematography vividly capture the blood and brutality of the fight world... and the dark landscape of the human soul.
Price $24.98 Catalog No 310 690 402 2

RAIN MAN

Tom Cruise plays Charlie Babbitt, a young man who discovers at his father's funeral that he has an autistic brother, Raymond (Dustin Hoffman). What begins as an unsentimental journey across America in order to contest their father's will evolves into a mystical odyssey of love and self-revelation as Raymond forces Charlie to grow beyond the limits of his handicapped heart. Winner of four Academy Awards in 1988: Best Picture, Best Director, Best Actor and Best Original Screenplay.
Price $24.98 Catalog No 310 690 408 2

ROBOCOP

Part man, part machine, all cop. RoboCop is programmed to 1) serve the public trust, 2) uphold the law, 3) protect the innocent. He stops every sleazeball he encounters with deadly, piercing and sometimes gruesome accuracy. But there are forces on the

street — and within a crooked private security agency, Security Concepts Inc. — that will stop at nothing to see this major cyborg violently eliminated. Prepare youself for non-stop action in this explosive sci-fi adventure.
Price $24.98 Catalog No 310 690 506 2

THE SECRET OF NIMH
This animation classic from Don Bluth Productions is the story of timid Mrs Brisby (Elizabeth Hartman), a widowed field mouse who must summon the courage to defy man, beast and nature. With the help of love-sick Jeremy the crow (Dom DeLuise) and the mysterious rats of Nimh, she finds the strength to overcome the obstacles that threaten her family.
Price $24.9 Catalog No 310 690 406 2

SILENCE OF THE LAMBS
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